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A-Z OF CHEATS



10

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SOLUTIONS

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ROGUE SQUADRON

The latest and greatest Star Wars game to hit the N64 – we have the full solution first!

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SOUTH PARK

Okay, so it may be a load of old pants, but it's a tough old bird and we've got the winning tactics.

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ISS '98

Beat the best with this players' guide to what is still the most enjoyable football game on the N64!

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ZELDA 64

Part two of the complete walkthrough guide – from adulthood to ultimate victory!

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BODY HARVEST

Final part of the solution that would not die! Body Harvest laid to rest at last.

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STUCK ON 64

All your gaming problems solved by the experts (if you write in of course).

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SPECIAL OFFERS

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NEXT ISSUE!

We tell you what's coming up in the greatest N64 tips mag in the land!

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WHAT

The force is strong with our complete guide!

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Join the 64 SOLUTIONS dudes today and have the magazine delivered to your door. Oh yes!

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THE COMPLETE

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SINSIDE



ADRON



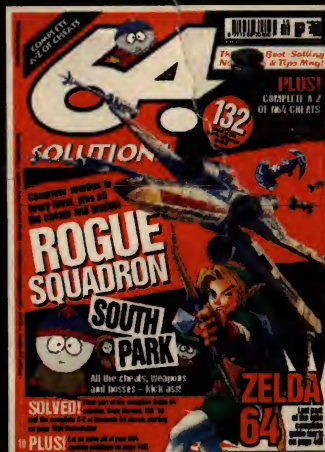
Cover & internal Rogue Squadron artwork © LucasArts. Used with permission

WELCOME TO THE N64'S BEST TIPS MAGAZINE!

Thanks to you, 64 SOLUTIONS is the biggest selling N64 tips magazine in the UK! Yes it's true. The Zelda 64 issue (9) hit over 30,000 sales in the UK alone and proves beyond doubt that we are number one when it comes to N64 tips.

But enough of such big headed talk, there's work to be done and I think you'll agree this issue we've got something really special – the full solution to Nintendo's latest smash hit, Rogue Squadron! Filling the gap between Christmas and Easter, this Star Wars-inspired shoot-'em-up shot to the top of the charts as soon as it was released and we've got the solution that's positively brimming with the Force!

Other highlights in issue ten include part two of our massive Zelda 64 guide, the complete guide to South Park and a brief players' guide to Konami's magnificent ISS '98. Enjoy!



WHO'S WHO!

A few words from the game-busting heroes who every issue smash open the N64's biggest games!



Damian 'Gannon' Butt: Managing Editor

Having received Zelda 64 in his stocking for Xmas, Damian has found 64 SOLUTIONS' solution invaluable, but waiting for part two was pure torture!

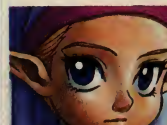
Favourite Game: Goldeneye **Email:** gecko@paragon.co.uk



Russell 'Shaven' Murray: Gamebuster

Can nothing stop this man-mountain? Russell ripped apart some of the N64's toughest games in record time and then went on to write issue 11 as well!

Favourite Game: Zelda 64 **Email:** 64sol@paragon.co.uk



Lisa 'Rogue' Johnson: Designer

Lisa spent a great deal of time making the cover of this issue of 64 Solutions as individual and striking as possible. Did she succeed? Well you bought it, didn't you!

Favourite Game: Banjo **Email:** lisam@paragon.co.uk

For outstanding contribution in the field of 64 Solutions we would like to thank: Paul Ridley, Ross 'the Bear' Andrews, Lou Wells, Mark Kendrick, Joypad (01202 311611) for supplying some of the games, Nintendo, THE Games, Konami, Acclaim and those crazy cats at Gremlin.

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F-1 WORLD
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WORLD CUP '98

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ZELDA 64
YOSHI'S STORY





06

STAR WARS ROGUE SQUADRON

Put yourself in Luke Skywalker's shoes and use the force to fight against the Empire. Our Epic Guide starts here!

Rogue Squadron fully utilizes the Expansion Pak to produce outstanding graphics.

ABOUT ROUGE SQUADRON:

64 SAYS
MAGAZINE

IN ISSUE 22
64 MAGAZINE
SAID:

"THE SHOOT-'EM-UP
OF THE DECADE. A
MUST FOR ALL STAR
WARS FANS - AND
EVERYONE ELSE
TOO!"



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24 IS OUT NOW AND
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NINTENDO 64 MAG!

CHEATS

Unlimited lives:

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All power-ups:

Enter TOUGHGUY as a password. A sound will confirm correct code entry.

View credits:

Enter CREDITS as a password. A sound

will confirm correct code entry.

Alternate radar display:

Enter RADAR as a password. A sound will confirm correct code entry. Differences in altitude will be indicated by various brightness levels.

Control AT-ST:

Enter CHICKEN as a password. A sound will confirm correct code entry.

Use A-Wing on more missions:

Enter ACE as a password. A sound will

confirm correct code entry.

View intermission sequences:

Enter DIRECTOR as a password. A sound will confirm correct code entry. Then, select the "Showroom" option to view the intermission sequences.

Fly the Millennium Falcon:

Enter FARMBOY as a password. A sound will confirm correct code entry.

Fly the TIE Interceptor:

Enable the "Fly the Millennium Falcon"



PLAYERS
One



CART SIZE
8Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Nintendo
LucasArts

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

RELEASED:
PRICE:

Out Now
£59.99

ON



CONTROLS

These are the default controls you'll need to wipe out the Imperial Forces.



A BUTTON: Thrust



B BUTTON: Fire Blasters



▲ C BUTTON: Look Around



▼ C BUTTON: Fire Mode



◀ C BUTTON: Fire Secondary Weapon



▶ C BUTTON: Special Button



ANALOGUE PAD: Steer Craft



Z BUTTON: Brake



LEFT BUTTON: Switch View



RIGHT BUTTON: Brake and or Roll

code. Then, enter TIEDUP as a password. A sound will confirm correct code entry. Go to the craft selection screen, highlight the Millennium Falcon for approximately three seconds, then press Analog-stick Up. The screen will move behind the Millennium Falcon and allow the TIE Interceptor to be selected.

Music test: Enter MAESTRO as a password. A sound will confirm correct code entry.

Then, select the "Showroom" option to listen to the game music.

Alternate title screen: Enter HARDROCK as a password. A sound will confirm correct code entry. Allow demonstration mode to start after returning to the main menu, then press A.

Open all levels: Enter DEADBACK as a password. A sound will confirm correct code entry.

TOP TIP: Beggar's Canyon Level: Earn a Bronze medal or better in all missions to fly a T-16 Skyhopper through Beggar's Canyon on Tatooine.

LEVEL
1AMBUSH AT
MOS EISLEY

1



2



1 Mos Eisley is under attack! You'd better fight off those pesky TIEs or it'll be no drinks in the cantina for you tonight!

INFO

MISSION OBJECTIVES:

Protect the Homesteads,
Destroy the Probe Droids, Protect Mos Eisley, Eliminate the Imperial Forces

DEFAULT SHIP: X-Wing

IMPERIAL FORCES:

Probe Droids, TIE Bombers, Stormtroopers



MISSION BRIEFING: "Take an early-morning run over Mos Eisley with Wedge Antilles, but keep your eyes open for any suspicious activity."

This level is fairly straightforward. The first order of business is to eliminate all the Imperial Probe Droids before they destroy too many buildings. The other members of Rogue Squadron help in this task, but they can't do it all on their own. Follow the orange radar triangle to get to each set of droids and blast them from the skies. It only takes a few shots to take them out.

When you destroy the last Probe Droid the spaceport of Mos Eisley comes under attack from TIE Bombers. You need to take them out before they destroy too much of the spaceport. However, if you want to stand a chance of getting a Gold Medal on this stage you need to find the four Stormtroopers who are wandering around near a grounded escape pod. If you've killed the Probe Droids in the correct sequence you shouldn't be too far from the Stormtroopers. Look for four red dots nearby and strafe the Stormtroopers before carrying on to Mos Eisley. Once you get to the spaceport, the best way to take out the

TIE Bombers is to get in behind them when they commence their bombing run as they fly a fairly straight course. Aim a few blaster bolts up their tailpipes to knock 'em down!



CHARACTERS

WEDGE ANTILLES

Wedge was orphaned at an early age and then joined the Rebels smuggling weapons. Once he jumped into an X-Wing, this guy changed for the better and is now one of the best pilots in the Rebel Forces.

Wedge was the guy who saved Luke Skywalker from certain death on the assault on the Deathstar, and has now teamed up with Luke again to form Rogue Squadron.



DACK RALTER

Dack's parents were political prisoners of the Empire, but Dack managed to escape from the Prison Barge and joined the Rebel Alliance. He was Luke's gunner in the Battle of Hoth, but is also a fully qualified pilot. His friendship with Luke and his superb battle skills make Dack an important member of Rogue Squadron.



DEREK KLIVIAN

Derek was trained as a pilot in the Imperial Forces, but deserted his post to join the Rebel Forces. He is rather quiet, but an extremely good pilot and has been running guns for the Rebels for some time.

A clean and tidy man, he has been selected to join the Rogue Squadron team even though he has crashed landed several times.



ZEV SENESCA

Zev's parents were killed by the Empire and after vowing to avenge their death he joined the Rebel forces. One of the longest serving members of Rogue Squadron, Zev has more medals than most of the other pilots and single handedly shot down 48 Imperial craft before the Battle of Hoth. He was therefore a natural choice when names were called for Rogue Squadron.



WES JANSON

Wes loves action and can normally be found right in the centre of battle.

His primary function is that of gunner and he has been awarded the True Gunner award for outstanding accuracy. Whether on the ground or in the air, Wes is a major force in Rogue Squadron.



Take out the probe droids attacking the buildings first – it's easy from here on in!

PLAYERS
OneCART SIZE
8MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Nintendo
LucasArtsGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out Now
£59.99LEVEL
2RENDEZVOUS ON
BARKHESH

MISSION BRIEFING: "Escort valuable Rebel supplies through dangerous Imperial territory, over the humid lands of Barkhesh."

This is another fairly straightforward mission. Your first task is to take out the cluster of Probe Droids directly ahead of you. Once you've done this, fly on to

find the Rebel convoy which is ready to go. Fly past the convoy and take out the next cluster of Probe Droids, then bear right and fly down the canyon and destroy the three AT-STs that are lurking there.

This has cleared the way for the convoy, but it's going to need air cover because TIE Bombers attack as the convoy enters the canyon. Take care of the bombers, then fly on ahead of the convoy to an open area where three more AT-STs are waiting. Take out these Walkers, and remove any gun turrets from the surrounding hills. Next, circle this area until some more TIE Bombers show up, and take them out.



The convoy can now get to the rendezvous point safely. If you want to get a Gold Medal, fly on ahead and take out the small Imperial installation which is protected by two AT-STs and a gun turret, then mop up the Stormtroopers on the ground. Your radio tells you to return to the convoy, but ignore it and finish off the Imperials.



The AT-STs on this level stay in one place, making them fairly easy targets. Don't let the convoy get too close to them though.



Probe droids are the first enemy that you will encounter on this mission. Pick them off quickly in order to carry on safely.



- 1 Keep close to the five main supply vehicles and watch out for incoming Tie Bombers.
- 2 Proton Torpedoes will make light work of these AT ST's.
- 3 The most important things to watch out for are the TIE Bombers. They keep low making them difficult to hit and make repeated runs at your convoy if you leave them unmolested.

INFO

MISSION OBJECTIVES:
Escort supply convoy to safety

DEFAULT SHIP: X-Wing

IMPERIAL FORCES: Probe Droids, TIE Bombers, TIE Fighters, Stormtroopers, AT STs, Gun Turrets



TOP TIP: Death Star Trench Level: Earn a Silver medal in all missions to fly in a trench on the surface of the Death Star.

PAGE No

09

LEVEL 3

SEARCH FOR THE NONNAH

MISSION BRIEFING: "Race against time to recover the crew and cargo of a downed Rebel ship – before the Imperials beat you to it!"

The first part of this mission is to locate the downed Rebel ship. As you search, you run into opposition in the form

of Probe Droids and TIE Interceptors.

Take out as many of the Interceptors as possible as it makes your job easier at the end of the level. Once you have found the Nonnah, a Rebel shuttle is sent in to pick up the crew. However, the transfer takes some time, and in the meantime you need to fend off TIE Bombers and some nasty ground forces which emerge from an Imperial Transport that arrives about the same time as the Rebel shuttle. Blast the tanks and the AT-ST which emerge from the shuttle immediately, otherwise they hammer the exposed Rebel ship. When you've taken care of the first wave of ground forces focus on the TIE Bombers, but keep alert for the second wave of the ground attack in the form of the small AT-PT Walkers.

When you've destroyed the last of the ground forces and the TIE Bombers have



Make sure you follow the Rebel shuttle when it leaves as it'll need more protection almost at once.

been dealt with, the Rebel shuttle lifts off. Follow it and keep it safe from any TIE Interceptors which attack. The number that attack depends on how many you destroyed at the start of the level. To get a Gold Medal you want to destroy everything (including the Probe Droids) as fast as possible.

INFO

MISSION OBJECTIVES:
Locate crashed Rebel ship. Protect the ship from invading Imperial forces

DEFAULT SHIP:
A-Wing

IMPERIAL FORCES: Probe Droids, TIE Bombers, TIE Interceptors, AT-STs, AT-PTs, Tanks, Imperial Transport



1 In addition to ground-based enemies, TIE Bombers are a very real threat!



2 Make the AT-PTs one of your highest priorities or they'll pound the shuttle.



PLAYERS
One



CART SIZE
8Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Nintendo
LucasArts

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

RELEASED:
PRICE:

Out Now
£59.99

LEVEL 4

DEFECTION AT CORELLIA

MISSION BRIEFING: "Imperial officer Crix Madine wishes to join the Rebel Alliance, but the Empire will do anything to stop him. Protect Corellia from destruction as Madine makes good his escape."

When you start this mission you are flying past gun turrets. Unlike most of the other missions, these turrets are Rebel-controlled, so don't destroy them as they help to hold off the Imperial forces approaching from the sea.

The first thing you need to do is to seek out and destroy some Probe Droids. Simply follow the radar to

seek them out. You then need to protect the capital tower against assault from TIE Bombers. Fly in behind them

and try and take them out before they do too much damage.

The tech centre is the next structure to come under attack, so follow the

support come at the tech centre. You need to get over there quick and take them out, at which point you discover another AT-AT! Take this down and the shuttles begin to evacuate, so you need to hold off the TIE Bombers while the Rebel shuttle evacuates

people from the tech centre. See the shuttle safely to the coast and it's mission accomplished!

To get the Gold Medal, make sure that you take out all the TIE Bombers that you come across, it's also worth having a pop at the Imperial sea forces.

INFO

MISSION OBJECTIVES:
Investigate strange readings, Protect the capital tower, Protect the Tech Centre, Protect the evacuation shuttles

DEFAULT SHIP:
Speeder

IMPERIAL FORCES: Probe Droids, TIE Bombers, TIE Interceptors, TIE Fighters, AT-ATs, AT-STs, Stormtroopers, Waveskimmers

1



2



1 The TIE Bombers on this stage are numerous, but they fly fairly slowly and in traceable flight patterns, so pick them all off!

1



2



3



TOP TIP: Battle of Hoth Level: Earn a Gold medal in all missions to fly a Snowspeeder in the Battle Of Hoth.

PAGE No.

11

LEVEL
5

LIBERATION OF GERRARD V



MISSION BRIEFING: "The cowardly Imperial Governor is looting the city, using his luxury yachts to transport stolen goods. Help the citizens of Gerrard V keep their rightful treasures, and stop the Empire in its tracks."

Your function on this mission is primarily one of air support. The Y-Wings disable the shuttles, but they can't succeed unless you take out the air defences first. The first order of business is to take out all the missile launchers in the hills surrounding the first city. Once you've done this, pick off the gun turrets on the ground and on the towers in the city, and have a go at the

AT-PTs roaming around. Keep an eye on the Y-Wings though, because when they've disabled the shuttles in the first part of the city they move straight on to the second, and you need to go with them to take care of the next group of missile launchers and turrets.

There is also a very large turret at the far side of the city which you need to destroy, then all you need to do is mop up the remaining TIE Interceptors and watch as Imperial pilot Kasan Moor is captured. To get a Gold Medal you need to finish the level fairly quickly but also end up with a reasonably high accuracy rating too, so make those shots count!



INFO

MISSION OBJECTIVES:
Escort Y-Wings to their targets, Disable civilian yachts, Destroy big gun turret

DEFAULT SHIP:
X-Wing

IMPERIAL FORCES: TIE Interceptors, TIE Fighters, AT-PTs, Tanks, Gun Turrets, Missile Launchers



1 As if the normal sized turrets weren't enough for you to deal with, you run into this bloomin' great elephant of a gun in the second part of the city. Don't mess about, take it out!



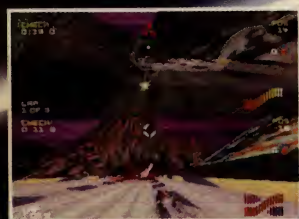
These missile turrets are the most dangerous thing on the level. Take them out fast or it's curtains for the Y-Wings!



1 The shuttle craft above the city need to be immobilised with the Y-Wing's ion cannons. Don't blast them!

2 At the end of this mission you'll witness a TIE Interceptor get captured. This leads to your next objective.

WipeoutTM 64



4 player Wipeout only on



NINTENDO[®] 64

FEEL EVERYTHING

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featuring music by **FLUKE**
and **PROPELLERHEADS**



1-4
Player/Simultaneous



Designed for
N64 Controller Pak[™]



Designed for
N64 Rumble Pak[™]



LEVEL
6

THE JADE MOON

1



MISSION BRIEFING: "Lt Kasan Moor has supplied Rogue Squadron with the location of an Imperial moonbase. General Madine will lead the ground raid, Rogue Squadron provides air support."

Your mission this time around is to support Madine's ground forces as they attack the Imperial moonbase. Fly down the canyon and take out the AT-PTs that are blocking the way, then carry on to the moonbase itself and take out all the gun turrets surrounding it.

When the troops reach the base they find that they can't get in because it's shielded, so you need to take out the generator.

Follow the radar to find the generator, taking out the missile launchers as you go. Blow the shield generator with a couple of proton torpedoes and then return to the base and destroy more AT-PTs, as well as the TIE Bombers and TIE Interceptors which appear and begin strafing Madine's vehicles.



Before Madine's troops can enter the Imperial installation you need to take out the shield protecting it. The generator isn't far away though.

To go for a Gold Medal, you need to clear out all the missile launchers near the moon base and inflict as much collateral damage as possible.

Speed is also important if you are looking to pick up medals.

2



3



4



INFO

MISSION OBJECTIVES: Use trench to avoid missile turrets, Locate and destroy the shield generator, Escort and protect Madine's troops

DEFAULT SHIP:
X-Wing

IMPERIAL FORCES: TIE Bombers, TIE Interceptors, TIE Fighters, Stormtroopers, AT-PTs, Gun Turrets, Missile Launchers

4 The second the shield generator blows, AT-PTs start to attack Madine's troops so get back and stop them double quick!

PLAYERS
OneCART SIZE
8MbMEMORY
Yep!

PUBLISHER:

Nintendo
LucasArts

GAME TYPE:

Shoot-'em-up
USA

RELEASED:

Out Now
£59.99LEVEL
7IMPERIAL
CONSTRUCTION YARD

1



2



1 Each facility on this level has absolutely loads of Imperial equipment to destroy – so do it!

MISSION BRIEFING: "Kasan Moor's information has once again provided the location of a hidden enemy base, responsible for the production of Imperial Walkers. Watch out for the ground scanners."

This mission can be divided into three sections. The first involves flying down a narrow winding canyon without getting detected by radar. To prevent detection you need to destroy each of the radar dishes as you approach it. Get too close and the mission is aborted. Boost towards the radar dishes, then slam on the brakes to fire at them. Don't go too slow, or your wingmen will fly past and set the radars off themselves! To get the fourth radar dish, fly around the left of the large rock and come at it at a steep angle.

You then need to destroy the AT-ST and AT-AT manufacturing plants. The AT-AT plant is by far the most heavily defended and has a fully-functional AT-AT guarding it. Don't come at this facility head on, but instead fly at it from an angle to avoid much of the forward defences. Destroying the facilities involves blowing away the defences, then hammering the main structures. It's just a case of flying skilfully, shooting skilfully, and not getting hit too much!



The AT-ST and the AT-AT assembly plants are heavily defended, so expect to meet some serious firepower on the way in.

To get a Gold Medal you need to do a lot of damage. Take out any TIEs you encounter and keep an eye out for the large structure with a large number of grounded fighters on it, just waiting to be blasted!



The AT-AT plant is the most heavily defended of all the targets. Watch out particularly for the active AT-AT!

INFO

MISSION OBJECTIVES:

Approach the base undetected by radars, Locate and destroy the AT-ST factory, Locate and destroy the AT-AT factory

DEFAULT SHIP:

Speeder

IMPERIAL FORCES:

TIE Bombers, TIE Interceptors, TIE Fighters, Stormtroopers, AT-STs, AT-ATs, Gun Turrets, Missile Launchers, Speeder Bikes

15

TOP TIP: Destroy all of the probe droids that are shooting the homes on Tatooine. Do not destroy the free flying probe droids.

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LEVEL 8

ASSAULT ON KILE II



Follow the Imperial Shuttle through the canyons and it'll lead you to your final objective, the spaceport.

INFO

MISSION OBJECTIVES:

Locate and destroy the Sensor Array, Locate and destroy the Imperial Spaceport, Locate and destroy the Imperial Garrisons

DEFAULT SHIP:

Y-Wing

IMPERIAL FORCES:

TIE Interceptors, TIE Fighters, Stormtroopers, Gun Turrets, Missile Launchers, Speeder Bikes, Imperial Shuttles

MISSION BRIEFING: "The deep canyons of Kile II hide the Imperial enclave, a sprawling facility supporting the Empire's Navy throughout this sector. Destroy the key elements and help break the Empire's hold on the local planets."

The aim of this mission is to seek out and destroy three Imperial installations hidden in a maze of canyons. The Y-Wing is fairly slow, which makes it difficult to avoid enemy fire, but fortunately the craft is also very thick-skinned and can take quite a pounding.

To begin with, bear left in the canyons and keep to the left until you come to a clearing. Fly left as you enter the clearing to find the sensor array. Destroy the gun turrets and missile launcher first, then take out all the radar dishes and the central building with your bombs until a cut-scene shows you the next two targets. At the opposite end of the clearing is the garrison, so bomb that and the two gun turrets defending it, after which another cut-scene shows an Imperial shuttle arriving. If you're not

sure where the spaceport is, follow this shuttle down the canyons and it'll lead you to it. Blow away the various structures in the port until yet another cut-scene shows you Wedge getting captured, then destroy all the remaining buildings to finish the mission.

To get a Gold Medal you need to complete this mission fast and do a lot of damage. The best thing to do is take out any turrets that you encounter in the canyons as you fly over them, take out all the turrets and missile launchers by the spaceport. To reduce your time, play through once and work out where the spaceport is, now go straight there without having to wait for the slow Imperial shuttle to lead you.



LEVEL 9

RESCUE ON KESSEL

INFO

MISSION OBJECTIVES:

Locate and disable the train, Rescue Wedge

DEFAULT SHIP:

X-Wing with Ion Cannon

IMPERIAL FORCES:

TIE Interceptors, TIE Fighters, Stormtroopers, AT-STs, AT-PTs, Gun Turrets, Missile Launchers, Armoured Train, Hover Transports

MISSION BRIEFING: "You must find Wedge before the Imperials deliver him to the prison facilities – and certain death!"

Wedge, isn't he great? The whole point of this mission is to get Wedge back in one piece – he's incarcerated on an armoured train, so your X-Wing has been fitted with an ion cannon. This allows you to incapacitate the train without destroying it, which would obviously be somewhat detrimental to Wedge's health. You need to locate the train by flying ahead and looking for a

line of red dots on the radar, then stop the train by hitting each section of it with your ion cannon.

The train moves fairly fast to begin with, but slows as you hit each section. You need to stop it before it reaches the prison or the mission fails. To

get a Gold Medal you need to destroy a significant number of targets, which won't happen if you focus exclusively on the train.

Taking out the gun turrets, AT-STs and missile launchers that are scattered along the path of the train is a start, and if you listen to your wingman as the mission begins he tells you about a convoy of hover trucks that make fairly easy targets. However, make sure you hit the train with your ion cannon a few times to slow it first before you take out anything else or it may get away.



Sections of the train that have been immobilised will glow blue.



When you approach the hover train watch out for the onboard turrets.



1 Your wingmen can be counted on to hit the train once you've slowed it down, giving you a chance to clear some of the surface targets.

2 This Imperial convoy is undefended and a good way to increase your kill count without taking any real risk.



LEVEL
10PRISONS
OF KESSEL

MISSION BRIEFING: "Now that Wedge is safe, help General Madine free the other Rebels from the notorious prisons of Kessel."

1



2



3



3 Imperial TIEs are the most annoying enemy on this stage. Blast them as quickly as you can.

This is a particularly tricky mission because you have to deal with several different Imperial elements.

The aim of the mission is to help General Madine's commandos free Rebel prisoners from several Imperial installations. You need to act as cover for Madine's shuttle and protect it from all Imperial attacks.

To start with, you need to fly into the first prison ahead of the shuttle and take out the gun turrets on the ground. Once the shuttle has landed, Madine informs you that they can't get through the prison shield.

You need to destroy the generator powering the shield, but before you do this sweep the immediate area as there are TIE Fighters buzzing the shuttle and if you leave them to their own devices they do a great deal of damage. Once the TIEs are down, follow the radar to the power generator and blow it up. This lowers the shields on all the prisons.

When you've done this, return to Madine's shuttle and provide cover for it until the commandos return and it takes off. You then need to follow the shuttle to each of the prisons, taking out any gun turrets, TIEs and missile launchers as you find them. Watch particularly for the launchers as they inflict an awful lot of damage on the shuttle if they catch it in the open. Keep an eye out for AT-STs too.

To get the Gold Medal, you need to finish the mission as quickly as possible and destroy a lot of Imperial targets as you go. The best thing to do is to use your journey to and from the power generator to take out as many gun turrets as possible and then destroy the TIEs that attack the shuttle quickly to allow it to lift off. If you want to get some easy extra kills and help Madine out, strafe the stormtroopers that come running out onto the landing pads as they try and delay the commandos.



There aren't many missile launchers on this level but the ones that there are around are pretty deadly!



INFO

MISSION OBJECTIVES:
Protect and escort Madine's shuttle, Destroy the power generator

DEFAULT SHIP:
X-Wing

IMPERIAL FORCES: TIE Bombers, TIE Interceptors, TIE Fighters, Stormtroopers, AT-STs, Gun Turrets, Missile Launchers, Speeder Bikes

17

TOP TIP: Try to fly as low to the ground as possible in order to avoid enemy fire.

PAGE No.

17

LEVEL
11BATTLE ABOVE
TALON

INFO

MISSION OBJECTIVES:

Locate and destroy the Imperial Tibanna gas containers. Avoid civilian casualties.

DEFAULT SHIP:

A-Wing

IMPERIAL FORCES:

TIE Interceptors, TIE Fighters, Sentry Guns

MISSION BRIEFING: "In the skies above Talon, fight the Empire for control of the Tibanna gas platforms, but be careful not to harm the civilian operations there!"

This is a very straightforward mission with no complicated objectives. However, it gets pretty hairy, so it'll try your piloting skills to the limit!

Basically what you need to do is destroy all the gas canisters with the Imperial crest on them without hitting the other canisters. You also have to prevent the Imperials from destroying the other canisters at the same time! Things start off fairly easy. You follow a

Rebel Blockade Runner towards the first gas platform, and all you need to do is pick off the Imperial canisters and not shoot the other ones. There may be a TIE Fighter roaming around,

but if you focus on the gas canisters, your wingmen will deal with it. When you've destroyed all the Imperial canisters (there are two levels of them) the Blockade Runner moves off to the next platform. Follow it and then repeat the process of eliminating the Imperial canisters. You also have several TIEs to deal with this time around.

Continue to follow the Blockade Runner, destroying Imperial canisters and TIEs where appropriate and when you come to platforms with gun turrets on, take out the turrets first. If you don't deal with the turrets quickly then they

can track you and fire through the civilian canisters.

The final canister platform is behind a cloud city, so take it out and be careful not to destroy the civilian buildings on top. In order to get a Gold Medal you need to take out the gas canisters very quickly and very accurately, which is a lot easier than it sounds. One more thing – don't shoot the twin-pod Cloud Cars that you encounter on this level as they are on your side and help to fend off the TIEs.



Use the force to hunt and destroy Imperial enemies, but make sure you leave civilian buildings unharmed.



1-2 At the very end of this level you come to a cloud city like the one in *The Empire Strikes Back*.

PLAYERS
OneCART SIZE
8MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Nintendo
LucasArtsGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out Now
£59.99LEVEL
12ESCAPE FROM
FEST

1



2



MISSION BRIEFING: "During the Talon operation, a team of Rebel commandos stole several AT-PTs from an Imperial base on Fest. Their escape did not proceed as well as they expected..."



Gun turrets aren't too much of a problem to start with. They get a little troublesome later on, though.



This mission is divided into two distinct stages; rescuing the Rebel AT-PTs, and destroying the Imperial research facility. While there's nothing to stop you going after the facility first, if you do, the Rebel AT-PTs will be destroyed, so it's best to handle them beforehand.

From the start position, fly straight ahead towards the compound where the AT-PTs are trapped. Take out any turrets you see on the way as it saves you the trouble later.

Once into the compound you see the three AT-PTs being accosted by an AT-AT, so the first order of business is to bring it down with your harpoon. Once you've done this, ignore the AT-PTs for the moment and fly back out of the compound over the gate towards two gun turrets, a power generator and another AT-AT. Take out the turrets and bring down the AT-AT, but leave the power generator for the moment, because as soon as the gate opens a lot of small but deadly tanks appear over the nearby hills.

Take them out fast or they will pound your AT-PTs! Fly back towards the gate and left down a small canyon to encounter yet another AT-AT. Take this one out too, then fly up and down the canyon clearing it of all tanks. You also need to watch out for TIE Bombers at this point, and knock them down before they can drop their payload onto your AT-PTs.

Once the AT-PTs reach the landing site it's time to deal with the research facility, so fly back to the power



Attacking the research facility is fairly easy once you've accomplished the first part of the mission. Just make sure you destroy the turrets first.

generator and blow it up to drop the shield. Follow the radar to the building, take out the launchers and turrets, and pound the facility until it blows.

To get a Gold Medal you need to save all three AT-PTs and blow the facility away as quickly as possible at the end – the best way to do this is to ignore the turrets and missile launchers and focus your fire on the building itself.

INFO

MISSION OBJECTIVES:

Locate captured AT-PTs. Destroy Imperial research facility. Free the AT-PT. Escort Rebel AT-PTs to the landing Zone.

DEFAULT SHIP:

Speeder

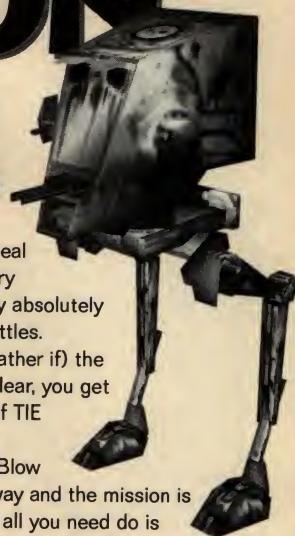
IMPERIAL FORCES:

TIE Bombers, TIE Interceptors, Stormtroopers, AT-ATs, Gun Turrets, Missile Launchers, Tanks

TOP TIP: Take out the Gun Turrets as you pass them, this will save you time later on.

PAGE No

19

LEVEL
13BLOCKADE ON
CHANDRILA

INFO

MISSION OBJECTIVES:
Escort and protect
supply train, Protect
the city

DEFAULT SHIP:
X-Wing

IMPERIAL FORCES: TIE
Bombers, TIE
Interceptors, TIE
Fighters,
Stormtroopers,
AT-STs

MISSION BRIEFING: "Moff Seerdon has chosen to hold Chandrila hostage, in an attempt to make the Rebellion pay for its raid on Fest. You must help the innocent people of Chandrila, protect the supply train, and stop the Empire!"

This level comes in two distinct sections, as indicated by the two mission objectives. The first part involves protecting a Rebel hover train on its journey to the city. As with the other escort missions, you need to get as much of the train to its destination as possible in one piece. Opposition on

this part of the mission consists of Imperial TIE Interceptors and Bombers. Focus on the TIE Bombers as they do the most damage to the train, but keep an eye out for the TIE Interceptors, because if they get behind you they're hard to shake off. When you reach the city, you basically have three tasks.

The first is to deal with a whole swarm of TIE Bombers before they pound the city too badly. This is a test of your piloting skills, but as the bombers are fairly slow moving it shouldn't be much of a problem. The next task is to defend some Rebel shuttles against attack by six (count 'em) AT-ST Walkers.

You need to deal with these very rapidly or they absolutely paste the shuttles.

When (or rather if) the shuttles get clear, you get a final wave of TIE Bombers and Interceptors. Blow all of them away and the mission is complete and all you need do is watch a plot-developing cut-scene.

To get the Gold Medal, you need to finish the level quickly and safely (that is, save all your Rebel allies) and rack up some serious kills too. Not easy.

LEVEL
14

RAID ON SULLUST

INFO

MISSION OBJECTIVES:
Destroy the
transmitters,
Destroy the
capacitor

DEFAULT SHIP:
Y-Wing

IMPERIAL FORCES: TIE
Interceptors, TIE
Fighters, AT-STs,
Gun Turrets, Missile
Launchers

MISSION BRIEFING: "Kasan Moor is engineering an assault on a volcano base at Sullust, in a retaliatory attack for the blockade on Chandrila."

This mission is one of the simplest, yet also one of the most difficult. You need to destroy the capacitor that's in the centre of the volcano, but before you can get to it you need to take down its shield.

Unfortunately, unlike on the previous missions, this doesn't mean you simply need to destroy a power generator. The capacitor shielding is being supplied by several transmitters situated on the surface of the volcano floor. You need to destroy all of them in order to get at the device. On the floor of the volcano

Target the white blocks inside the capacitor one by one. You need to destroy all of them to end the mission.

guarding the transmitters are a whole host of Imperial defences, including missile launchers and AT-STs. Although the Y-Wing can take quite a pounding it can only take so much, so it's best to remove the more dangerous installations like the missile launchers immediately you encounter them. You're fairly safe leaving the gun turrets as a lower priority target.

For the first part of this mission, keep low on your approach to the target, then pull up at the last minute to avoid getting caught in your own explosion.

Once you've taken out all the transmitters the shield around the capacitor drops and you need to start work on it. Ignore the TIE Interceptors buzzing around (because the Y-Wing is no match for them) and focus on the white blocks moving round inside the capacitor. You can't use bombs due to



Although the Y-Wings are fairly robust, it's still not a good idea to get too close to the explosions when you destroy something as it damages you.

the overhang, so zoom in on a level heading and blast the blocks with your cannon. When the last block goes, so does the capacitor.

Time is of the essence if you're after the Gold Medal, as is the number of enemies destroyed, so rapid, accurate bomb dropping is required.



PLAYERS
OneCART SIZE
8MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Nintendo
LucasArtsGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out Now
£59.99LEVEL
15MOFF SEERDON'S
REVENGE

MISSION BRIEFING: "By leading Rogue Squadron to Sullust, Moff Seerdon has secretly captured the Bacta supplies of Thyferra, and now intends to cut off medical supplies to the Alliance. Free Thyferra, and defeat Seerdon once and for all!"

This is one of the toughest missions. You need to safeguard the Rebels' Bacta tanks (circular structures marked with a Rebel symbol), protect the local population and destroy all the Imperial forces in the area, including Moff Seerdon!



First things first, ignore the TIE Interceptors and use your radar to seek out and destroy all the TIE Bombers and AT-STs which will otherwise pummel all the civilian buildings and Bacta tanks. Next, sweep the landscape for missile launchers, gun turrets and Imperial bunkers, which are the squat, rectangular structures, and for the penultimate task mop up the remaining TIE Interceptors.

At this point, Moff Seerdon appears in a heavily armed and armoured Imperial Shuttle. This is the most difficult part of the level as Seerdon's craft is fast and



manoeuvrable and thus hard to hit. There's no trick here, it's all up to piloting skills. By the way, your proton torpedoes won't work on him!

To get a Gold Medal you need to finish the level as fast as possible with the least amount of destruction to the Rebel buildings.



Imperial bunkers are the lowest priority targets. Clear up the TIE Bombers and AT-ST Walkers first.

INFO

MISSION OBJECTIVES:

Avoid civilian casualties. Destroy all Imperial bunkers, fighters and bombers. Locate and destroy Moff Seerdon

DEFAULT SHIP:

X-Wing

IMPERIAL FORCES:

TIE Bombers, TIE Interceptors, TIE Fighters, AT STs, Gun Turrets, Missile Launchers, Enhanced Imperial Shuttle

TOP TIP: Boost away from Moff Seerdon's shuttle, then turn and attack from a distance for an easier kill.

PAGE No.

21

LEVEL
16THE BATTLE OF
CALAMARI

INFO

MISSION OBJECTIVES:
Destroy the World Devastators, Protect the city

DEFAULT SHIP:
V-Wing

IMPERIAL FORCES: World Devastators, Robot TIEs, Imperial Catamarans

MISSION BRIEFING: "The World Devastators are raining destruction on the peaceful world of Mon Calamari. Fly as Wedge Antilles, and battle against all odds to stop their evil conquest."

The storyline shifts in time by two films to a period after Return Of The Jedi, so you can be sure that most of the pilots you previously flew with are now gone, having sacrificed their lives to free the universe from tyranny. However, a new threat has emerged in the form of the Imperial World Devastator machines and it's up to you, this time flying as Wedge Antilles, to stop them.

You begin this mission in a new craft, the V-Wing. This craft is faster, more manoeuvrable and better armed than the previous ships you've been flying but the handling takes a little bit to get used to.

During this mission you need to destroy three World

Devastators and take care of loads of Robot TIEs, the Empire's new weapon. The World Devastators are heavily armoured and bristling with guns, so there is only one way to take them out.

First of all, target the shield generator on the top of them near the rear and blast it. Once this has gone, drop down low –

taking care not to get sucked into the machine's exhaust – and blast two of the Devastator's booster legs. Be prepared to get clear when you blast the second leg, because the machine will drop into the water.

Next, follow the radar to an area of the city being pestered by Robot TIEs and remove them from the airspace. The TIEs turn a lot faster than their ancestors, so you need to anticipate these turns and lead your fire. After that, it's just a case of killing two more World Devastators and another dozen or so Robot TIEs, and voila, you've saved the universe again!

Gold Medals on this level come from speed and amount of targets destroyed. To rack up your kill count, keep an eye out for the Imperial Catamarans and try and spare a few seconds to remove them. Good luck!



Robot TIEs are the most dangerous of the Imperial fighter craft. Homing missiles are best.



Once you've taken out the shield generator on top of the Devastator, go low and take out the legs underneath. Watch out when it drops!



These huge craft cruise around the water at various points on the map. Although they're big, they don't have very good armour and are therefore fairly easy to destroy.

1

2

Before you can take out the World Devastator machines you first need to destroy the shield generator which is positioned on the top near the back. Blow it to hell!!!

STAR WARS ROGUE SQUADRON



Rely
on **your**
instinct



FEEL EVERYTHING

NINTENDO[®] 64



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SOUTH PARK

An alien comet is causing all sorts of strange problems. So come on down to South Park and help some friends of mine.

64 SAYS

IN ISSUE 23
64 MAGAZINE
SAID:

'SOUTH PARK IS
BASICALLY
TJROK 2 IN AN
ORANGE PARKA!'



64 MAGAZINE ISSUE
24 IS OUT NOW AND
IS AVAILABLE FROM
MOST GOOD
NEWSAGENTS

THE FIRST AND BEST
NINTENDO 64 MAG!

LEVEL
1

FAIRE GAME

The level starts with the children talking to Chef, who tells them about the comet that is on collision course with the Earth and that they had better watch out and return to the safety of their homes.

Walk slowly through the town, lobbing snowballs at the mutant turkeys and meeting your three friends, then continue past the school to find the entrance to the Faire, from where the townspeople will run in a panic.

As you approach the Faire a small group of turkeys will attack you; see them off with plenty of snow then enter the Faire and walk through the stalls to the open ground at the back. Fight the turkeys in this area, then search the cave on the left to find

some Zippi Cola and two packs of Cheesy Poofs. Leave the cave and follow the red arrow, then climb the small hill and turn right at the top into another battle with a load of killer turkeys. Once the gobblers

are dead, continue to follow the red arrows through the snowy wasteland, blasting attacking birds



Search the town to find your friends, then once you are all together make your way to the Faire.

as you go. Pass through the wooden gate at the end of the path, then walk through the small passage to find another sealed gate.

At this point, turn around to face the



Use your snowballs to splatter the mutant turkeys that have infested the town, but avoid killing harmless animals.

way you just came and splatter a huge swarm of turkeys creeping up behind you.

Once the mutant Christmas dinners have been laid to rest the next gate will open and you can grab some more Dodgeballs and some extra health in the form of Cheesy Poofs.

Wander through the next gate and batter another troop of gibbering turkeys then head to the right and over the finish line to complete this level.

TOP
SECRET

On a small hill to the right of the path, you can find a wooden hut which has an open door.

Search the room at the back of the hut to discover 40 dodgeballs, which is South Park's famous sport.



OPERATION TURKEY BUTT:
FAIRE GAME

OBJECTIVES: FIND YOUR
FRIENDS AND ENJOY
THE RENAISSANCE FAIRE

**PLAYERS**

1-4

**CART SIZE**

8Mb

**MEMORY**

Yep!

PUBLISHER:
DEVELOPER:Acclaim
Iguana**GAME TYPE:**
ORIGIN:Shoot 'em-up
USA**RELEASED:**
PRICE:Out Now
£39.99**LEVEL**
2

TURKEY SHOOT

Operation Turkey Butt: Turkey Shoot
Objectives: Destroy all turkeys! Find Chef for more information

Search around the tree to the to find some Dodgeballs, then enter Chef's Shack O' Love. Chef explains about the larger tank turkeys on this level, and in order to destroy them all they must search for the source.

Leave the shack and follow the red arrows, splatting all the turkeys. Climb the small hill to find a sealed fort, enter the crater to the right and kill the turkeys to open the gates. Inside you find more Cheesy Poofs and another wave of mutant turkeys. Leave the fort heading left and climb another hill to discover another locked gate and a large tank turkey. Blast it with Dodgeballs. Head back to the now open gate and kill another tank, then pass through



the tree-lined canyon through another gate. Follow the passage, battling the turkeys, then turn right by the fire and follow the passage to a tank.

Continue along the passage to the door which returns you to the junction with the fire, then turn right again and kill another tank. Follow the passage to a cave, grab all the goodies and continue until you reach another junction. Go left and kill another tank, then follow the arrows to a ravine. Drop down into the gap, then climb the ladder for another turkey fight. Climb the ladder and wipe out the mutants on the bridge, then walk over the bridge down to the river ahead. Wait until the two boats are lined up in the centre of the river, then leap over them to land on the far side. Climb the hill and fight another tank, then grab the Cheesy Poofs and slide down the hill to finish.



CONTROLS

These are the default controls for the game but you can change them if you wish.

A BUTTON: Select Next Weapon

B BUTTON: Select Previous Weapon

▲ C BUTTON: Move Forward

▼ C BUTTON: Move Backwards

T C BUTTON: Move Left

t C BUTTON: Move Right

ANALOGUE PAD: Look

Z BUTTON: Fire Weapon

RIGHT BUTTON: Jump

D PAD: Power-up weapons

TOP TIP: After killing a Turkey Tank check around the floor to find some extra health in the form of Cheesy Poofs.

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26



MRS CARTMAN

Cartman's mother, who despite her wholesome apple-pie image has had affairs with just about every male resident of South Park, and quite a few of the women as well.

Random soundbite:

"Mommy's going to spank you."



OFFICER BARBRADY

South Park's none-too-thin blue line; the slogan on his police car is "To patronise and annoy." Hobbies include denying all knowledge of anything dubious and clubbing suspects with his nightstick. Once made Cartman into his deputy.

Random soundbite:

"Okay, time for some police brutality!"

LEVEL 3

SEARCH AND DESTROY

Grab the Dodgeballs and Toilet Plunger Gun, then head up the hill and enter Chef's Shack O' Love for some more helpful advice. Leave Chef to his cooking and head along the passage to the left, blasting any mutant turkeys that attack you.

Take out the tank on the corner, then continue along the passage and enter the cave at the end. Gib some more rampaging turkeys, then follow the red arrows through the cave to find a large dark cavern.

Kill the four tanks waiting in this area, then continue through the cavern to a bridge on the far side. Walk across the bridge slaying all the turkeys on the other side, then continue to follow the path around the corner to find a tank and the entrance to another cave.

Walk through the tunnel collecting the goodies and slaughtering the mutant

turkeys, then kill another tank and climb the ladder up to the next level. At the top, turn to the left and walk towards a large gate, which will open as you get

close. Destroy the swarm of turkeys waiting behind the gate, then follow the arrows to another large gate. Destroy all the turkeys to open the gate, then wander through and fight another swarm of turkeys waiting on the other side. Continue to follow the arrows and pass through the next large gate – eventually you'll discover a passage leading back out into the open. Blast the tanks outside, then pass through the canyon and enter another cave. Make your way through the tunnel and then battle another swarm of turkeys as you pass over the bridge at the end. Cross the next bridge and blast another tank then climb the hill to emerge at a clearing. Turn to the right and traverse the thin ledge, then climb the small ladder and

enter the cave beyond. Make your way through this dark tunnel, slaying the turkeys en route, then climb the large ladder in the centre. At the top, look to your right and climb another large ladder up, then climb the third and final ladder out to the top of the mountain where you'll meet the giant turkey boss.



LEVEL BOSS GIANT TURKEY

This giant metal turkey is not that tough to beat, providing you keep well away from his kick range. He has a large target on his backside which you must shoot repeatedly. Use your strafe buttons to circle the boss and keep firing at his behind until he runs away, killing Kenny in the process.

OPERATION TURKEY BUTT: SEARCH AND DESTROY

OBJECTIVES: CLEAR OUT THE TURKEY LAIR, ELIMINATE THE LEADER, KICK TURKEY BUTT



Speak to Chef in his Shack O' Love and he'll tell you about the turkeys' hideout up in the mountains.

LEVEL 4

HOMECOMING

Head forwards and grab the Toilet Plunger Gun. As you turn the corner the giant turkey boss breaks free and charges down the hill towards South Park.

Quickly get after the huge gobbler and shoot it repeatedly on the target on its backside. This boss will lay eggs on its way down the mountain which hatch into tanks, so you'll need to keep alert. Keep chasing the boss down the mountain and eventually you'll reach the edge of South

Park town.

Once the giant turkey is nearly dead, he will sit down and you must now move in close to finish him off.

You can either aim for the beast's head, or you can circle around it, shooting again at the target on his bum.

Once the boss is dead you can all sit down happily to a turkey banquet before heading off to start the next mission.



Quickly chase after the monster and keep blasting the large target which on the creature's rear end.



The huge turkey breaks through the rock wall then heads off down the hill to cause mayhem in South Park.

As you approach the first steep downwards-sloping hill, look to the right and jump onto the ledge running along the wall. Enter the cave at the end and climb the ladder up to find a secret room with some armour and Terrance and Phillip dolls.

TOP SECRET

OPERATION TURKEY BUTT: HOMECOMING

OBJECTIVES: GET BACK TO SOUTH PARK IN TIME FOR THANKSGIVING DINNER

**PLAYERS**

1-4

**CART SIZE**

8Mb

**MEMORY**

Yep!

PUBLISHER:
DEVELOPER:Acclaim
Iguana**GAME TYPE:**
ORIGIN:Shoot 'em-up
USA**RELEASED:**
PRICE:Out Now
£39.99

CHEATS

Each time you complete a stage in the game, you will be given a code to access extra characters in the multiplayer game!

BOBBYBIRD	All Cheats Enabled
SCREWYOU GUYS	Show Credits
OMGTCKKYB	All Multiplayer Characters Enabled
SLAPUPMEAL	Starvin' Marvin Enabled
PHAERT	Phillip Enabled
RAFT	Terrance Enabled
DOROTHYSFRIEND	Mr Garrison Enabled
CHEATINGISBAD	Mr Mackey Enabled
LOVEMACHINE	Chef Enabled

CHECKATACO
FISHNCHIPS
KICKME
ALLWOMAN
GOODSCIENCE
STARINGFROG
HAWKING
OUTRAGE
ELVISLIVES
MAJESTIC
THEEARTHMOVED
VEGGIEHEAVEN
MEGANOOGGIN
FATTERKNACKER
FATKNACKER
ASSMAN
PLANEARIUM

Wendy Enabled
Pip Enabled
Ike Enabled
Mrs Cartman Enabled
Mephisto Enabled
Jimbo Enabled
Ned Enabled
Big Gay Al Enabled
Barbrady Enabled
Alien Enabled
Level select Enabled
Skinny Mode Enabled
Big Heads Enabled
Unlimited ammo Enabled
All weapons Enabled
Invincibility Enabled
Pen and Ink Mode Enabled

WEAPONS

Saving the town from evil invaders calls for a wide arsenal of weapons and power-ups. South Park has these fantastic items on offer for all junior psychopaths!

**1: Snowball**

Comes in two types, white and, 'er, yellow. The creation of the latter involves the sound of a zip being opened and some unpleasant splashing noises.

**2: Terrance And Philip Dolls**

"I fart on your gravel!" Canada's top animated characters release clouds of poisonous methane gas when thrown – Philip explodes on impact, Terrance acts like a proximity mine.

**3: Warpo Ray**

A gadget with three settings. The basic setting fires blue piranha fish, the second shrinks enemies so they can be kicked with impunity, and the last turns them into harmless animals!

**4: Toilet Plunger**

When fired from a special gun, plungers can be shot singly or in a devastating triple salvo. They stick to their target – when it dies, the plungers can be picked up and used again!

**5: Dodgeball**

The only sport at which South Park excels! Dodgeballs come in packs of ten; they can be hurled rapidly, or thrown at a slower rate with much greater force.

**6: Sponge Dart Gun**

Rattle off hundreds of Nerf rounds a minute gun from the brightly-coloured Gatling gun, or just crank it up in order to blast off a single, super-powerful bomb.

**7: Alien Dancing Gizmo**

Not harmful in itself, the ADG paralyses its victim and forces them to do a little song and dance number while other players get stuck in with brutal intent.

**8: Super Sniper Chicken**

Grab a chicken, stretch its neck and fire eggs from its backside. However kids, this does not work in real life, no matter how hard you try. If you do try watch out for the RSPCA.

**9: Cow Launcher**

South Park's equivalent of the Cerebral Bore from Turok 2, only instead of drilling out the target's brains, it drops a whole cow on them, arse first.

**10: Mr Hankey**

The Christmas Poo is Kyle's not-so-imaginary friend. He acts as a shield, bouncing merrily around his current owner and fending off attacks while leaving a nasty smell and some gross brown stains.

**11: Football Padding**

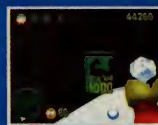
These castoffs from an American football game act as armour. When you've got one of these it will deflect up to 25 points of damage away from its wearer.

**12: Cheesy Poofs**

You can find Cartman's favourite snack all over South Park, these will increase your energy level by ten points. Check the dead turkeys, sometimes they leave them behind.

**13: Zippi Cola**

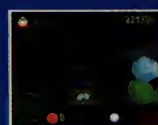
When you pick a can of this up it gives its drinker a short-lived speed and hyperactivity boost, thanks to its ludicrously high caffeine, sugar and additive content.

**14: Weight Gain 4000**

Beef-caaaaake!!! Beef-caaaake! When this is found, Weight Gain 4000 will make its consumer temporarily invincible (as well as very fat).

**15: Lightning Bolt**

This flash of light from above will double your rate of fire for a short time. Useful if you come up against a huge swarm of turkeys.

**16: Snacky Cakes**

Even nicer than Jaffa Cakes, this rare pick-up will completely refill your energy when they're eaten, making your life last that little bit longer!

TOP TIP: Search all the alleys and gardens of the houses in the town and you'll find loads of extra weapons and ammunition.

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ERIC 'THE FAT KID' CARTMAN

Calls himself 'big-boned', but to everyone else he's just a big fatass. Cartman is spoiled by his mother, only recently discovered who his father was (and wasn't all that pleased about it) and is the second-most unpopular kid in school. Random soundbite: "Your mom's a bitch!"

KYLE 'THE SMART KID' BROSLOWSKI

Kyle is the only Jewish kid in his class, and gets rather defensive about it. The fact that his overbearing mother is always organising campaigns to ban anything remotely fun doesn't help. Once cross-bred an elephant and a pig for a science project. Random soundbite: "I've had enough of this crap!"



THERE GOES THE NEIGHBOURHOOD

This level begins with the children talking to Chef about more unusual events happening around South Park. Once this conversation is over, you find yourself alone outside the school and must quickly find your friends to help with your task. Grab the Dodgeballs from beside the school bus, then move around the front to meet Kyle and kill a Big Gay AI clone.

Walk to the first house on the left and grab some Dodgeballs, then slowly move along the street, slaying any clones you meet. The larger two-headed clones are the tanks this time, and you must destroy these giants before they reach the sign in front of the school.

Use a more powerful weapon to destroy these tank clones, as they start to move very quickly once they have been hit a few times. Head straight over the

A CLONE OF YOUR OWN: THERE GOES THE NEIGHBOURHOOD
OBJECTIVES: CLEAR THE TOWN! PREVENT TANK CLONES FROM REACHING THE SCHOOL



TOP SECRET
Inside the Tupper Warehouse look around the walls to find a ladder leading up onto the balcony. Search the balcony to find some Cheesy Poofs and some Armour.



1 Find all your friends in the town, then when you're all together the Warehouse will open.

2 Stop the large tank clones from reaching the School in the village, there are ten to find.

3 Once all the tank clones are dead enter the Warehouse and find the finish out the back.

ABOUT SOUTH PARK: South Park was created by Matt Stone and Trey Parker, who also helped work on the game.



PLAYERS
1-4



CART SIZE
8Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Acclaim
Iguana

GAME TYPE:
ORIGIN:

Shoot 'em-up
USA

RELEASED:
PRICE:

Out Now
£39.99



STAN 'THE POPULAR KID' MARSH

Stan is the school's star quarterback and the only one of the gang with a girlfriend, even if he gets so nervous about it that he vomits whenever she speaks to him.

Has an older sister, Shelly, who frequently beats him up.
Random soundbite:
"Quit it, dildo!"



KENNY 'THE POOR KID' MCCORMICK

The kid from (literally) the wrong side of the tracks, Kenny is the most foul-mouthed of the gang – luckily, his frequent obscenities are muffled by his huge parka hood. Almost. Dies horribly on a more or less weekly basis. Random soundbite:
"Yff fmmking bfftrdd!"

LEVEL 6

WAREHOUSE RUN

A CLONE OF YOUR OWN: WAREHOUSE RUN OBJECTIVES: CLEAN UP THE WAREHOUSES. PREVENT TANK CLONES FROM REACHING THE POLICE BLOCK AID

Walk back into the warehouse and splat the two clones in the centre, then climb the ladder around the edge and collect all the extra weapons and ammunition scattered around the building. As you leave the warehouse you bump into Chef who explains where the clones are coming from.

When Chef leaves, the next warehouse door will open to your right and the first of the tank clones will appear. Quickly mow down the tanks using high power Dodgeballs or Yellow Snowballs, then wait for the door to the next warehouse to open.

Once all the warehouses have opened and all the tanks have been destroyed, enter the Every Warehouse and the gang will notice a small ladder leading upwards. Make your way through the building blasting any clones, then climb the ladder up onto the next floor. Search the corners of the room to find some more Dodgeballs, then look for a small green square leading to an alien artefact. Once the team discovers the alien weapon, all hell breaks loose and a huge explosion follows.

TOP SECRET
Once all the warehouses are open and all the tank clones have been killed, enter the Soft Warehouse and search along the balcony to find a totally awesome Cow Launcher.



- 1 To prevent the tank clones from reaching the police blockade, use high-powered Snowballs and Dodgeballs.
- 2 In the corner of the warehouse you discover this alien weapon. Wonder how this thing works?
- 3 A well-aimed snowball will cause the alien weapon to explode and take most of the warehouse with it.

TOP TIP: Use Terence and Phillip dolls to create huge gas clouds which kill multiple enemies.

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MOTHER CLONE

This huge blob is the boss at the end of this level. Fire snowballs at it's moving eye.

LEVEL 7

MOTHER LOVIN' SPOONFUL

Just when you think you've managed to destroy all the clones, Chef turns up and tells you to hurry to South Park's museum. Before heading through the town, quickly look around the houses on either side of the street to grab some more Dodgeballs.

search the houses in the centre for more ammo and a Sponge Dart Gun, then make your way along the main street whacking the remaining clones. Continue to head forwards until you discover the two police SWAT vans, then enter the museum grounds and battle the mother clone.

A CLONE OF YOUR OWN: MOTHER LOVIN' SPOONFUL
OBJECTIVE: THE MOTHER CLONE HAS TAKEN OVER THE MUSEUM. BATTLE YOUR WAY TO THE MUSEUM AND DESTROY IT!

Walk through the town slaying the clones and searching all the alleys for extra weapons and ammunition. Try to use your Snowballs to kill all the smaller clones and save the more powerful weapons to use on the boss. At the junction, turn to the right and walk down to the corner where you'll find Mr Hanky the Christmas Poo. Walk over the street and



Just before the two SWAT vans in front of the museum, there is a hidden wall on the right-hand side. Run along beside the wall and walk right to find this tiny area in which you can collect some Cheesy Poofs and some Armour.



LEVEL BOSS MOTHER CLONE

This huge rubbery blob bounces around the museum grounds creating clones and trying to crush you with its moving eye on a pseudopod. As the blob gets closer to you it is able to blast you with a minor earthquake, so keep your distance and keep on blasting his moving eye. Power Dodgeballs are the best weapon. To beat this bulge continue to blast its eyeball until the blob explodes.

LEVEL 8

THE VISITORS RETURN

Chef tells the children that aliens have been spotted again and that they should try to find out where they've landed. Unfortunately your team has been broken, so before finding the invaders, head into the town to find your friends.

Head up the road to Stan's house, then look behind the fence to find some Dodgeballs. Take the path into the mountains. Search the cave on the left for more ammunition, then head up the hill battling a herd of mutant cattle. At the top circle around the passage on the right to grab some Cheesy Poof energy, then head through the gate into a large wide open area.

Drop down from the ledge and attack the herd of stampeding cows, then search to the left of the ledge to find some more Dodgeballs. After the mad cows have been slaughtered, head through the tunnel and fight another large herd of cattle before heading down to the edge of the lake.

On the left-hand side of the lake you'll find a small boat waiting to ferry you into the tunnel, so jump aboard and ride into the tunnel. Leap out of the boat and grab Mr Hanky, then follow the water-filled passages to some wooden steps.

Jump out of the water to the left and follow the path down a steep slope, slaughtering a herd of mad cows. Follow the arrows down to three tunnels. Slip down the slope and through one of the tunnels, grabbing an extra weapon as you go. Blast the alien spaceship tank above you, then continue forwards and drop down into the canyon ahead. Now jump up the stairs

around the side of the canyon and leap over to the ledge with an alien on it. Kill the alien, then follow the passage around the corner and leap over the small river. Continue up the slope on the far side, then knock down an alien tank overhead. Walk carefully through the valley, blasting any cows deposited by the alien craft, then wander over the finish line to complete this level.

CLOSE ENCOUNTERS OF THE BOVINE KIND: THE VISITORS RETURN
OBJECTIVES: HEAD TO THE LAST REPORTED SIGHTING OF A VISITOR UFO



Drop into the water on the right-hand side of the lake and swim through the small tunnel to find a slope leading upwards. On the ledge at the top you will find a Warpo Ray.



PLAYERS
1-4CART SIZE
8MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot 'em-up
USARELEASED:
PRICE:Out Now
£39.99

1



2



3

**SHACK O' LOVE**

Around Chef's Love Shack you can find lots of extra weapons and Mr Hanky!

LEVEL 9**THE ROAD TO CRATEVILLE**

Search the corners near the start to find some Dodgeballs and Toilet Plungers, then head through the passage and enter Chef's Shack O' Love. Chef explains that the alien tanks are being produced by the mothership, and that they must find this ship to stop the alien cattle bombing.

Outside Chef's Shack search the bottom of the small pond to find a Toilet Plunger Gun, then run around to the back of the shack to find Mr Hanky hidden amongst the garbage. Head up the hill and take out an Alien Tank hovering overhead, then climb the slope on the left and walk across the log to collect some Cheesy Poofs and some Armour.

Drop off the ledge and shoot another tank, then follow the arrows to the end of the canyon. Turn to the right and kill a large herd of cows in the gap, then search beside the tree for a hidden tunnel entrance. Follow the passage to the end and you can find some Warpo Ammo, Sponge Darts and Toilet Plungers. Drop over the ledge to the right and follow the arrows to a locked gate, then kill the herd of cows waiting at the top of the hill.

Make your way through the narrow passage and climb another hill, then quickly kill another herd of cows and an alien tank. Continue to follow the arrows along the canyon, slaying cows and any tanks that appear overhead, then climb the small slope and drop down through the hole in the floor

between the two small trees.

At the bottom of the hole, turn to the right and kill a pair of alien

visitors, then follow the arrows to arrive back in the open air. Kill the aliens on the ledge in

front of you, then blast the alien tank hovering over the middle. Once all the aliens have been destroyed, search around the walls to discover another tunnel, then follow the red arrows and drop down another hole.

Quickly kill the two aliens at the bottom and then wander outside and destroy the herd of mad cows waiting on the slope. When the cows are dead, walk up the slope to the top and do battle another herd of cattle, then turn to the left and drop down another hole at the end.

Walk slowly out into the open and then carefully wander around the thin ledge slaying the aliens. Pass through the tunnel at the end, then kill another herd of cattle as you emerge back into the open. Wander down the hill and enter the tunnel at the bottom to arrive in Craterville, then walk to the right to find another alien tank.

Quickly blast the tank and then kill off the remaining aliens before walking through the gate and over the line to finish the level.



Just past the locked gate you'll find a cross-roads with arrows directing you up the hill ahead. Turn to the left here and wander into the cave to find some Toilet Plungers and Dodgeballs. Just behind the pair of Plungers is an



extremely dark cave in which you can collect some Snacky Cakes and some Armour.

1



2



3



1 Watch out for the mad cows on this level as they attack in numbers and have sharp horns!

2 Between the two small trees you will find a large hole in the ground, drop down and splat a couple of alien warriors.

3 In the centre of this clearing is an alien tank; blast this hunk of metal before too many enemies are dropped.

CLOSE ENCOUNTERS OF THE BOVINE KIND: THE ROAD TO CANTERVILLE
OBJECTIVES: MAKE YOURWAY TO CRATEVILLE INSEARCH OF THE MOTHERSHIP

TOP TIP: Back away from enemies as they attack or you'll become surrounded and will die extremely quickly.

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MEPHISTO

The town's resident genetic engineer and Marlon Brando soundalike. Believes that nature is sadly lacking in its allocation of anuses, and has made it his life's work to genetically modify life forms to give them multiple asses.

Random soundbite:

"You've just volunteered for my newest five-ass experiment."



IKE BROSOLOWSKI

Kyle's two-year-old adopted brother, who, as Kyle was horrified to discover, not only had to have the end of his 'fireman' sliced off for a traditional Jewish ceremony, but (worse yet) turned out to be Canadian. Looks like a football and gets kicked a lot.

Random soundbite:

"Don' kick da baby."

LEVEL 10

ONE MOTHER OF A SHIP

Walk around the corner to a slope, then climb the hill to the top to find the alien mothership. Carefully collect the Super Sniper Chicken from the ledge, then turn to the left and grab some Armour.

Now drop down off the ledge and head to the right slaying any aliens you meet, then enter the second cave to

find another Sniper Chicken,

Mr Hanky, some Armour and a Lightning Bolt.

Once you are powered up head back towards the mothership and keep blasting the alien guards which appear. The alien guards will keep

reappearing at the same spot – if you keep your aim on the same spot and just try to shoot them before they can shoot at you. If you need more energy



Grab this Super Sniper Chicken and you can fire fresh eggs at your alien enemies.

or weapons, the secret cave beneath the mothership contains all kinds of power-ups (and dead cows). The aliens won't follow you inside.

Once the aliens stop appearing move, around the ledge until you discover some more alien guards and keep blasting them until they stop appearing. Finally, once all the alien guards have been destroyed, two blue aliens will appear by

TOP SECRET

Underneath the central platform where the alien mothership has landed, you can find Mr Hanky. If you leap over the top of one of the logs in this area, you'll discover an ancient burial chamber. In this area you can collect Sponge Dart Ammo, Cheesy Poofs, Mr Hanky, Fresh Eggs, Toilet Plungers and Warpo Ray Ammo.

the mothership's door. Head up onto the central platform and blast one of these aliens, and once destroyed he will transform into an alien key. Quickly grab the Snacky Cakes from on top of the nearby crate, then grab the key and enter the mothership.

CLOSE ENCOUNTERS OF THE BOVINE KIND: ONE MOTHER OF A SHIP
OBJECTIVES: TAKE OUT THE VISITOR GUARDS AND ENTER THE MOTHERSHIP

LEVEL 11

BLOW THE CORE

Search the room to find some Dodgeballs and Toilet Plungers, then head through the door with a seven marked on it.

In the next room, kill the alien guards at the far end and pick up two packs of Cheesy Poofs before heading through the next door into another large compartment. Kill the guards patrolling this area and then the door at the end of the compartment will open, allowing a few cows into this area.

Kill the mad cows and wander into the room ahead, then kill the alien on the platform in the centre. Search in amongst the hay to grab some Toilet Plungers and Warpo Ray Ammo, then jump onto the round disc below the raised platform.

Ride the lift to the top, then leap off onto the platform to collect some Snacky Cakes and a Warpo Ray. Continue into the next room and blast several alien guards before passing

through another door into a large room with hay in the centre. Walk around the hay and through the next door, then kill another troop of alien guards and pick up plenty of Warpo Ray Ammo and Cheesy Poofs. In the next large room, slaughter the mutant turkeys and then step onto the nest in the centre to grab a Sponge Dart Gun. In the next room blast a pair of blue flying alien guards, then enter the room to the left to kill another alien guard. Pick up Mr Hanky from on top of a small crate and walk into the next room, which is full of large crates.

Shoot the alien guards standing on top of the crates, then make your way through to the next room and splatter another load of guards. Walk through the door into another room, which has some of your fellow South Park residents in storage jars.

Kill the blue alien guarding your friends, then open the door ahead and walk around the caged clones and into the next door on the right. There are



LEVEL BOSS SHIP'S CORE

This room has reduced gravity, so it's worth practicing on the deathmatch level first to get the hang of how to float around. The core at the centre of the mothership strikes out with electrical pulses which cause damage when they touch you. The best tactic to use here is to keep circling and blast the core with your most powerful weapons until it explodes.

three blue aliens and two alien guards here trying to stop you from entering the ship's core. Blast the blue aliens on the left first, then kill the two guards either side of the core door. Now enter the door and battle with the ship's core.

CLOSE ENCOUNTERS OF THE BOVINE KIND: BLOW THE CORE
OBJECTIVES: MAKE YOUR WAY TO THE CENTRAL CORE AND DESTROY IT!

PLAYERS
1-4CART SIZE
8MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot 'em-up
USARELEASED:
PRICE:Out Now
£39.99

MR MACKKEY

South Park's school counsellor, a very woolly liberal.

Once took marijuana into school for an anti-drugs lecture, from where it promptly disappeared, resulting in intrusive body cavity searches for all the kids in the class and Mackey's sacking.

Random soundbite:

"Are you on drugs? Drugs are bad, mmkay?"



BIG GAY AL

He's called Al, he's big and he's gay. Big Gay Al runs Big Gay Al's Big Gay Animal

Sanctuary, a place where homosexual animals can live without fear of persecution. Helped Stan come to terms with his dog repeatedly humping other (male) dogs.

Random soundbite:

"Ow, that's definitely not disco."



UNCLE JIMBO

Gung-ho gun nut and hunter, Jimbo is Stan's uncle and is never happier than when he's downing a few beers and killing things.

Fishes with hand grenades and gets around anti-hunting laws by claiming he's doing it to thin out excess animals.

Random soundbite:

"Hey, you made me spill my beer!"



WENDY TESTABUGER

On the surface, a sweet little girl. Beneath it, she's pure evil! Had a substitute teacher kidnapped by

Saddam Hussein and fired into the sun when Wendy thought she was moving in on her man, Stan.

Random soundbite:

"You're not supposed to hit girls, you f[beep]ing asshole!"

Stan wants to kiss Wendy Testaburger! Even though the sight of her makes him sick.



LEVEL 12

SEISMIC RUMBLE

This level begins with Chef explaining about the new happenings around South Park. It appears that the Seismic Centre is picking up some strange signals and you must investigate.

Start by searching around the houses to meet with your friends again, then grab the Warpo Ray hidden in one of the alleys. Once the group is all together, walk through the town and knock down a pair of robots on the cliffs at the edge of town. Be warned – the robots throughout this level can withstand a lot of damage!

Walk up the small hill just outside of the town and battle a robot tank and some smaller robot enemies. Continue across the frozen landscape following the red arrows and blasting any robots you meet, and eventually you'll arrive at a large gate. Blast the robots on the

cliffs beside the gate to

open it, then wander through and kill another robot on the ledge to your

right. Follow the arrows through the passage, then enter a small cave on the right to grab

some more Eggs and Warpo Ray Ammo. Continue through the passage collecting power-ups and battling robot tanks, then at the end of the passage you will find a cave. Look behind the tree on the left here to find Mr Hanky, then enter the cave and grab some more Warpo Ray Ammo. On the far end of the tunnel another robot tank is waiting – kill this hunk of metal and then wander over the snowy hills to find another large gate. Kill the robots near this gate to open it, then head through the tunnel and battle another robot tank on the other side. Once the tank is dead continue along the path, then turn right at the junction and kill another robot on the cliff to the left. Head through the next gate and terminate another tank, then follow the tunnel back out into the open. Walk around the canyon in the floor, then kill the robot walking around at the bottom. Jump into the big lake and search around under the jetty to find some armour, then head through the gate near the tall pylons to arrive at the Seismic Centre.



1 Watch for robots on the ledges above you. You must kill all the robots in each area before you can move on.

2 A well-aimed Terrance and Phillip Doll will work wonders on these robot snipers.

3 Blast the yellow and black striped door on the front of the tanks to destroy them quickly.

SOMETHING WICKED THIS WAY CLUNKS:
SEISMIC RUMBLE
OBJECTIVES: THE SEISMIC CENTRE HAS BEEN OVERRUN BY MAD ROBOTS. BATTLE YOUR WAY TO THE SEISMIC CENTRE

TOP TIP: Attack Tanks first as they keep producing smaller enemies that will surround you.

PAGE No.

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34

STARK'S POND

Search around the pond to find extra weapons, then head off to find Uncle Jimbo.



LEVEL 13

MILITIA CAMP MADNESS

Turn around and wander back through the gate, then head to the left and enter Chef's Shack O' Love. Chef will explain that the robots are being made in a factory near Stark's Pond, and sends the gang to investigate.

Leave Chef to his Chocolate Salty Balls and dive into the pond outside to collect some Warpo Ray Ammo and a Cow Launcher. Now leave the water and check behind Chef's hut to find a well-hidden Mr Hanky,

then head through the tunnel towards Ned and Jimbo's militia ranch. Head down the hill and kill a robot tank, then continue to follow the path to a junction with several green robots. Kill the robots

with your Warpo Ray and then follow the red arrow down another hill to battle

another troop of green robots. Once all the robots have been killed, the gate at the end will open and you can walk through into the next area. Follow the tunnel on the other side slaying another robot tank, then continue until you arrive at a small canyon.

Destroy the enemy robots in this area, then climb the ladder on your left and follow the tunnel to the top. Kill the red robots on either side of the gate at the top, then walk through the gate and blast the robots on ledges around the side. Kill the robot tank at the back of the area and then walk through the next gateway on your left.

Kill another red robot on the ledge to your right, then kill another tank and

head for the next gate that the path opened. Continue to make your way through the complex, slaying red robots on the ledges and robot tanks on the ground, and eventually you'll arrive at the finish line.



Just outside Chef's Shack O' Love is a large lake. If you search the bottom you'll find Warpo Ray Ammo and a Cow Launcher.

SOMETHING WICKED THIS WAY CLUNKS: MILITIA CAMP MADNESS
OBJECTIVES: THE MILITIA CAMP HAS BEEN OVERRUN BY MAD ROBOTS. FIGHT YOUR WAY TO THE CAMP

LEVEL 14

NUTS AND BOLTZ

Walk forwards past the car and drop down into the ravine next to the red arrow pointing down. Now carefully walk towards the edge of the ledge and look over the side, then drop down onto the wooden bridge just below.

Turn around and grab a Warpo Ray Gun from inside the passage, then cross the bridge and climb the small snowy bank. Blast the robot sniper in the cave above you and to the right, then head along the path to the right, slaying enemy robots. At the end of the passage look up and blast an enemy robot in a cave above you, then head to the left blasting another robot sniper.

When the two red snipers have been destroyed, the gate to the left will open. Follow the dark tunnel, killing enemy robots, then walk over the two bridges and into another dark tunnel. Kill another robot in the darkness, then cross another two bridges and continue to climb to the top of the cliff.

As you exit the tunnel at the top you catch a glimpse of Uncle Jimbo and Ned being led into the robot factory. Quickly walk around the ravine to the left, then kill a pair of green robots and walk into the robot factory. Once inside, turn to the right



Look over the side of the ledge to find a small wooden bridge below. You must tread carefully in order to make sure you land safely.

and climb a small ladder to get onto the raised platform around the side. Walk along the platform and collect the Warpo Ray Ammo, then turn and blast the two large robot heads in the centre of the factory floor. Once these heads have been destroyed the door to the next section of the factory will open, so drop to the floor and kill any robots in the room and then head through the door. In the next room, blast the two robots on the floor, then head into the far left hand corner and climb the ladder up onto the raised platform. Knock out the two large robot heads in the centre, then head through the next door and kill another large robot-producing machine. Head back the way you came and turn to the left, then blast a red robot on top of the crates to the left. Blast another robot producer at the back of the room, then



LEVEL BOSS

MAD ROBOT/MR HAT

This large robot is protected by lots of smaller robots and fires sponge darts at you. The best technique to use against this monster is to blast it with Terrance and Phillip Dolls to destroy all the smaller enemies, then concentrate on blasting Mr Hat, who is hiding inside the flap on the front of the Giant



Robot. Keep blasting Mr Hat and the robot will explode and you can rescue Jimbo and Ned.

climb onto the crates on the right to kill a red robot hiding in the corner. Now collect all the ammunition dotted around this area and head through the next door to meet with the mad robot boss.

SOMETHING WICKED THIS WAY CLUNKS: NUTS AND BOLTS
OBJECTIVES: THE SOURCE OF ALL THE ROBOT ACTIVITY IS A LARGE FACTORY THAT LIES ABOVE THE CLIFFS

PLAYERS
1-4CART SIZE
8MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot 'em-up
USARELEASED:
PRICE:Out Now
£39.99

LOVELY TOYS, NOT!

The small enemy toys that patrol this level will regenerate when they are killed.



LEVEL 15

TOY RAMPAGE

The level begins with the kids talking to Chef about recent events, and Chef explains that the comet is approaching South Park and the final test is just around the corner.

Find your first friend, then head back to the football pitch for weapons and ammunition. Walk slowly through the town, blasting the toy tanks and vomiting dolls, then gun down the miniature biplanes flying overhead.

Once all the toys have been destroyed, the police SWAT van will move aside, giving you access to the next area.

Walk over the tracks and behind the house on the left to grab some more Sponge Darts and

Dodgeballs. Now kill the two vomiting dolls on either side of the street and continue to make your way through the town. Once all the toys have been blown away, the next SWAT van will move aside and the gang can proceed onto the next area.

Kill all the vomiting dolls and keep collecting all the power-ups along the street, then turn the corner and dash along the road avoiding the mini racing cars trying to bruise your ankles. Cross over the tracks and splatter a few tiny tanks, then splatter a few mutant turkeys that appear behind you. Continue along the road blasting vomiting dolls, then gun down the biplanes to move the SWAT vans and allow you to proceed onto the next area.

Once past the roadblock, head into the trees to the right and grab some Cheesy Poofs, Zippi Cola and Armour, then head along the road and blast the enemy Jack-in-the-boxes. Stop the boxes from reaching the town, then continue along the road and over the finish line.



After you meet Stan, head along to the end of the road, then walk around into the backyard of the house on the right.

In this small garden you'll find some Cheesy Poofs and a Warpo Ray Gun with extra ammunition. If you climb onto



the roof of this house you will also be able to find a Super Sniper Chicken.

LEVEL 16

PARKING PROBLEM

Head to the left-hand side to collect a Toilet Plunger Gun, then walk over to the other side to grab a Sponge Dart Gun and some Warpo Ray ammo.

Now head along the road into the car park and blast the toy tanks

waiting around the corner. Continue along the road blasting all the

miniature enemies, then battle a Jack-in-the-box tank and prevent it from reaching the town.

Continue through the car park killing all the toys, and eventually you'll arrive at a bridge. Kill another batch of toys on the far side of the bridge, then drop down into the canyon to find Cheesy Poofs, Sponge Dart Ammo, Zippi Cola, and Terrance and Phillip Dolls. Climb the ladder on the left to leave the canyon, then search the small grassy area on your right to pick up a Cow Launcher, Sponge Dart Gun and some Snacky Cakes. Walk to the left as far as you can go, then follow the red arrow along another road, blasting large numbers of toys. Keep moving and shooting along this road until you arrive at the toy store. Move along the front of the store blasting all the toys, then blast several Jack-in-the-box tanks, making sure that they are destroyed before they can reach



On the other side of the bridge turn to the left, and look for the police station to your left. Blast all the toys patrolling this area, being careful not to hit Officer Barbrady. Once all the toys are dead, aim a few snowballs at the police station to destroy the building, and underneath you'll find Sponge Darts, Fresh Eggs, and Terrance and Phillip Dolls.



the town. Keep blasting all the toys and tanks that appear, then eventually the door to the factory will open and you can walk across the finish line.

TOP TIP: Press down on the D-Pad to charge up your weapon, this fires at a slower rate but with more damage.

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NED

A Vietnam veteran who lost one arm and his vocal cords in the conflict, Ned spends his time with fellow combat vet Uncle Jimbo, firing heavy weapons at innocent woodland creatures. He speaks through a Stephen Hawking-style voicebox.
Random soundbite:
“(Croak) It’s just like Vietnam!”



PIP

Or Philip Pirrip, to give him his full name. Pip is the only English kid in town, and as a result is even less popular than Cartman. Unfailingly polite, even when used as a target for spitting contests, he only gets angry when accused of being French. Random soundbite:
“Hurray for the Queen of England!”



BATTERIES INCLUDED

Walk forwards and around the left-hand side of the room and blast a few miniature toys. Now take out the Jack-in-the-box tank to open the door to the next area of the toy store.

Check the room thoroughly to collect all the Cheesy Poofs and Ammunition, then walk through the door. Battle another Jack-in-the-box in the next small room and kill all its tiny toy friends, then head to the right to find a storage room. In amongst all the crates of

toys you’ll find Toilet Plungers, Sponge Dart Ammo and some Armour. Once you’ve filled up with supplies, exit the storage area and head through the next door, which will shut behind you.

Head into the left hand corner for some more Cheesy Poofs, then blast the Jack-in-the-box patrolling this room. Once the enemies have been killed, search for some more Cheesy Poofs in the other corner, then head through the next open door into another small room.

Mega Man. Before the battle starts dash over to the left side of the room and grab several boxes of Cheesy Poofs, then head to the centre of the room to grab a Super Sniper Chicken.

SOME DISASSEMBLY REQUIRED: BATTERIES INCLUDED

OBJECTIVES: CRUSH, KILL, DESTROY. EVIL TOYS MUST DIE!



Kill the large enemy tanks in order to open the door to the next part of the toy store.



Once the Earth has been saved, Chef congratulates all the kids, but where’s Kenny? Oh no, not again!



Use Terrance and Phillip Dolls to blast little toys. Aim a grenade in the centre of the toys and they should all die.



There are no large Jack-in-the-box monsters here, only little toys, but they attack in numbers. Quickly break all the toys with Terrance and Phillip Dolls, then take out the biplanes flying overhead. Once all the little mites have been destroyed, head through the door into a small waiting area, then finally head into the room ahead to meet Ultra Mega



This is the group shot of all the people involved in creating this game.



ULTRA MEGA MEGA MAN

Ultra Mega Mega Man This huge robot is a real nasty piece of work. He has three attacks to use against you: an arm cannon, a powerful kick if you get too close and an awesome eye laser. Start this battle by shooting Ultra Mega Mega Man in the M symbol on his chest, then quickly blast the batteries on his back when he turns to head back to his power charger in the corner. If this monster makes it to the charger, quickly blast the small round switch to turn the machine off, then continue to blast the batteries on the boss’s back. Keep your distance and dodge any cannon fire, then wait for him to charge at you. Quickly sidestep out of his way, then turn and blast the batteries on his back as he turns around. Repeat this procedure and Ultra Mega Mega Man will soon die and South Park will be saved!



N64

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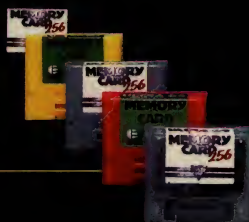
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ISS '98

Now that World Cup Fever has calmed down, ISS '98 is the perfect way to get back to the nitty gritty of International Football.



64 SAYS

IN ISSUE 18
64 MAGAZINE
SAID:

"KONAMI HAVE
FINALLY ACHIEVED
THE PERFECT
FOOTBALL GAME!"



64 MAGAZINE ISSUE
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NEWSAGENTS

THE FIRST AND BEST
NINTENDO 64 MAG!

CORNER KICKS

When taking a corner kick you must aim the ball over the six yard box and press C Left to hoist the ball across. Once the ball is in the air use B to

make your attackers hit the ball towards goal, then hold the analogue stick to aim your shot. Usually one of your attackers will be in the correct

position to shoot, and if you manage to head or volley the ball you will leave the goalkeeper stranded.



CONTROLS

Use these to play this great footie game.

A BUTTON: Pass/Tackle

B BUTTON: Shoot

▲ C BUTTON: Through Ball

▼ C BUTTON: Run/Step Over

T C BUTTON: Chip Pass/Skill/Sliding Tackle

t C BUTTON: One-Two Pass

ANALOGUE PAD: Move Player

Z BUTTON: Curve/Aftertouch

RIGHT BUTTON: Change View

GAME MODES

ISS '98 has six different game modes to test your soccer skills.

Open Game mode gives you the chance to play friendly matches against the computer or up to three friends.

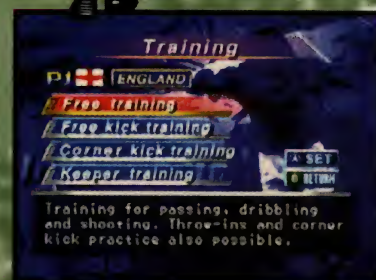
International Cup mode is a smaller version of the World Cup, each team must qualify for the knockout stage then battle on to the final.

World League is the ultimate test of skill. You must play each

team twice to become the champion. **Penalty Kick** mode is the all exiting penalty shoot-out, England are not the best choice of team for this event.

Scenario mode allows you to recreate football history by taking over control at a crucial point and trying to imitate the original result.

Training mode gives you the chance to try out new moves and practice taking corners and free kicks.





PLAYERS

1-4



CART SIZE

64Mb



MEMORY

Yep!

PUBLISHER:

Konami

DEVELOPER:

Konami

GAME TYPE:

Football

ORIGIN:

UK

RELEASED:

PRICE:

Out Now

£39.99

GOAL SCORING TECHNIQUES.

Football is a game of goals, and you will not get very far unless you have the golden touch when it comes to attacking. There are two easy ways of creating a goal-scoring opportunity. Follow these simple techniques in order to score two perfectly easy goals.



1 Player picks up the ball in the middle of the pitch, and passes along the wing to his team mate.



2 The winger runs with the ball towards the by-line whilst creating some space for a cross.



3 When level with the six yard box, the winger turns and knocks the ball across the box using C Left.



4 The unmarked striker in the centre has plenty of time to set up for a rather spectacular volley.



5 The stranded goalkeeper can only dream of stopping this blockbusting shot as it sails into the net.

GOAL 2 POWERSHOT

Hitting the ball whilst on the move will create a power shot, giving the goalkeeper no chance of saving it..



1 Player waits on the edge of the box for an attacker to make a forward run.



2 A through ball pass sees the attacker clear of the defence with a chance of a shot.



3 Without stopping the striker blasts the ball in the direction of the goal, hitting the ball with plenty of power.



4 The ball flies past the goalkeeper into the net leaving you to run towards the sidelines and celebrate.

FREE KICKS

Free kicks can be extremely important when they are around your opponents area. You are able to shoot directly from the free kick, or you may prefer to cross the ball over and try for a header. When shooting directly at goal, position your pointer just wide of the wall of

defenders and lower the height a little to enable a harder shot.

Once you're happy with the position charge up the shot power hold Z and move the control stick towards the goal to curve the free kick. If you have struck the ball correctly it will

curl around the defensive wall, and land in the corner of the net or occasionally the side netting. If the goalkeeper does manage to stop the ball from entering the net, it will sometimes drop in front of your attacker presenting you with an easy tap in.



1 The pointer is positioned slightly wide of the wall and struck at full power.



2 The ball sails around the end of the wall and then begins to curl towards the goal.



3 A lucky striker gambled on a rebound and has the simplest of tap ins to score a goal.

CHEATS

BONUS TEAMS

On the title screen press Up, C Up, Up, C Up, Down, C Down, Down, C Down, Left, C Left, Right, C Right, Left, C Left, Right, C Right, B, A, then hold Z and press Start.

BIG HEADS:

On the title screen press C Down, C Down, C Up, C Up, C Right, C Left, C Right, C Left, B, A, then hold Z and press Start.

TOP TIP: Use the training mode to practice taking corners and free kicks.

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PART
2

ZELDA 64

The Final part of this fantastic adventure begins here. This time we follow the trail of Adult Link on his quest to save Princess Zelda.

LEVEL
8

FOREST TEMPLE



ELF ADVICE

When you're stuck for where to go next, consult the map. A point on it will be flashing, indicating that there is something at that location.



Rauru, one of the ancient, Sages appears and explains that you are in the Chamber of Sages within the Temple of Light.

You then find that Link has done a Tom Hanks and gone all Big, skilfully he avoided puberty! Apparently Link has been sealed in the Chamber of Sages for seven years until he is old enough to hold the Master Sword properly.

In the time that has passed, Ganondorf has managed to get hold of the Triforce and become the King Of Evil; transforming Hyrule into a world of Monsters! Link must now find the power of the other Sages to defeat the evil of Ganondorf.

Link then receives the Light Medallion which adds Rauru the Sage's power to his own and is transported back to the Temple of Time where Navi tells him that he won't be able to use all his weapons



anymore because he's too big. A mysterious figure emerges from the shadows and tells him legend of the 'Voice from the Sacred Temple' who will call those that dwell in the five temples to become sages:

- 1) One in a deep forest
- 2) One on a high mountain
- 3) One under a vast lake
- 4) One in the house of the dead
- 5) One inside the Goddess of the Sand

These, the figure continues, will join with the Hero Of Time (that's Link by the way) and return the light of peace to the world. This is the 'legend of the temples' which has been passed down by the Sheikah. The figure identifies herself as Sheik, last of the Sheikah. She tells Link

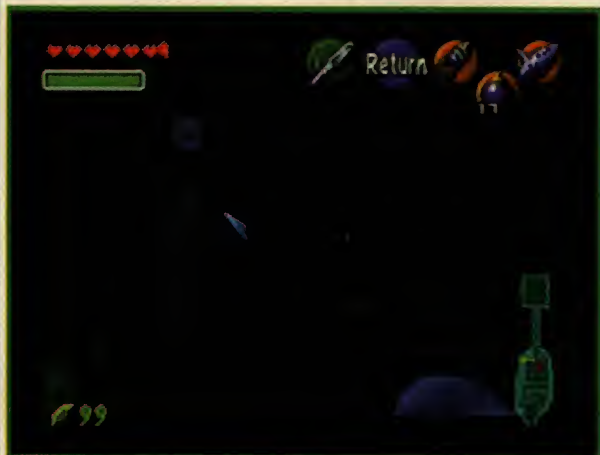


to find the five temples and awaken the five Sages.

The first is waiting in the Forest Temple... and it's someone you already know. Because of the evil power in the temple though she can't hear the call from the Sacred Realm. However, Link can't enter the forest temple yet, he has to head first to Kakariko Village.

Leave the Temple of Time. You are no longer able to use the deku sticks, the slingshot, the boomerang, the magic beans, Zelda's letter, the deku shield, the Kokiri Sword, the bullet bag or Goron's bracelet.

Make your way through the ruined market avoiding the Redead by not crossing their line of sight and then





PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out now
£49.99



41



slashing them from behind. Exit the castle and cross the drawbridge, then go in the door on the left where you went as a child to get loads of money. This door now leads to the ghost shop. The shopkeeper tells you that if capture a Poe and bring it back to him he will pay you a large sum of money. Leave the shop and the castle, go left and head back over the bridge and up the steps to Kakariko Village.

Enter the village and go into the first house on the left where you find Talon asleep in the corner. Try and wake him, but he's too deeply asleep, so leave the house and go to the pen where you

dropped all the chickens first time around and talk to the woman who gives you a pocket egg.

Next go to the building in the centre of the village which was being built the last time you were here and pay 20 rupees to play the adult shooting gallery. Press and hold B to draw the string back and release B to fire. Shoot all ten crystals with the bow to win a purple rupee. Go to the graveyard, enter the gravekeeper's hut and read his diary. Exit the hut and go to the left corner of the graveyard and stand on the plant that has grown there to get up to the platform above. Smash the crate



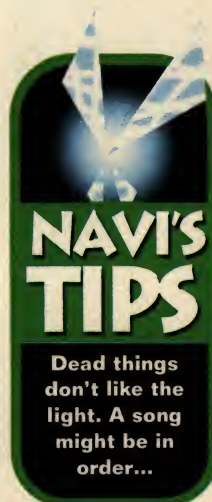
you find on the platform to get a piece of the heart container. Next, wander round the graveyard and hit the Poe ghost with your sword in order to defeat it then capture its spirit in one of your empty bottles.

Near to the plant that you used to get the piece of the heart is a gravestone with three small flowers in front of it. Pull the stone back and drop into the hole beneath to find the spirit of the late Dampe the gravedigger. Approach him, talk to him and he challenges you to a race. Accept the challenge and follow him through the tunnels, avoiding the fireballs that he throws in front of you.

If you successfully keep up with Dampe he rewards you with a chest inside of which is the hookshot.

WINDY MILLER!

Exit the room by walking down the steps and you are confronted by two huge blocks. Play the song of time to make them disappear then go out the



Dead things don't like the light. A song might be in order...





Dampe's ghost is actually quite helpful, but he doesn't make things too easy. You need to dodge his fireballs and chase him.



ELF ADVICE

The hookshot will only latch onto certain surfaces. It's worth experimenting though.

entrance they reveal up a small ledge and up some stairs to come out in the Kakariko Village windmill. Jump onto the rotating platform in the middle and leap off it onto a platform on one side to get a piece of the heart container.

Next talk to the man with the music box down below and after he's spoken, press C to get your ocarina out. He teaches you the Song of Storms and it starts to rain inside the windmill.

To stop the rain, play the Sun Song and you are transported back to Dampe's grave where your pocket egg hatches. Dampe challenges you to another race, so accept and race him again to win some rupees.

Next thing return to the village and enter the house to find Talon and wake him up with the pocket chicken. He tells you that Ingo took over his ranch and it's now called Ingo Ranch. Malon still works there though. Leave the house and go back to the chicken woman and give her the pocket chicken. She gives

HOOKSHOT

Use this to drag distant items towards you, or fire it at something and pull yourself towards it. Assign it to a C



Button then hold C and aim with the analogue stick and release C to fire it. It can also be used as quite an effective weapon.



Not just any egg, but a pocket egg! The birds which hatch from these are ideal for waking slumbering characters up.

you Cojiro the blue chicken who used to belong to her brother. Cojiro rarely crows (apparently).

Leave the village and make your way back to Kokiri Forest where evil creatures now lurk.

Chat to the elves to find out that Mido and Saria have both disappeared then go through the entrance at the top of the lower section of the map to get to the Lost Woods.

Go right in the lost woods, then left, then right and you are confronted by Mido who won't let you pass. Walk right up to him and play Saria's song in order to make him let you pass. Pass through the door he was guarding then go straight on, left, and right to come to the Sacred Meadow.

Go forward and enter the maze ahead cautiously because some huge spear-carrying monsters guard the passages. To take care of them, wait until they turn their back on you then hit them in the centre of the back with the hookshot. Don't let them charge you down! Use the on-screen map to navigate through the maze.

When you get to the steps to the Forest Temple, climb the ladder that is opposite and drop into the hole beyond to find the Fairy's Temple and replenish your health.

Go up the steps to find an even bigger monster confronting you. He hits the ground with a club to send rocks flying at you, so dodge the rocks, run past him and hit him from behind with the hookshot to kill him.

Once past this monster, go up some more stairs to meet Sheik again, who teaches you the Minuet of Forest and tells you to play it if you want to return to this area.



WEIRD WOLFOS

Look around the area and you should see a broken set of stairs leading up to a doorway. Aim the hookshot at the tree-branch above the platform and fire to pull yourself up to it. Go through the doorway to enter the Forest Temple.

Inside, head towards the next door and kill the two Wolfos that appear, then climb the vines on the right almost to the top and drop off onto a tree stump. Shoot the Gold Skulltula that you find to the right then walk along the branch and leap across to the tree opposite to find a

SONG OF STORMS

As usual, watch the song get played then play along with



it. The button combination for this song is A, C Down, C Up, A, C Down, C Up.

**PLAYERS**

One

**CART SIZE**

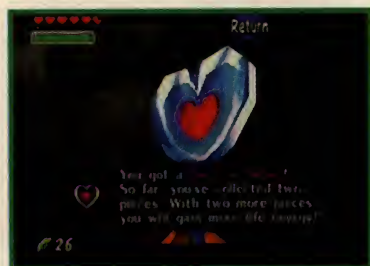
256Mb

**MEMORY**

No

PUBLISHER:
DEVELOPER:Nintendo
Nintendo**GAME TYPE:**
ORIGIN:RPG
Japan**RELEASED:**
PRICE:Out now
£49.99

As if pocket chickens weren't strange enough, you get a blue pocket chicken!

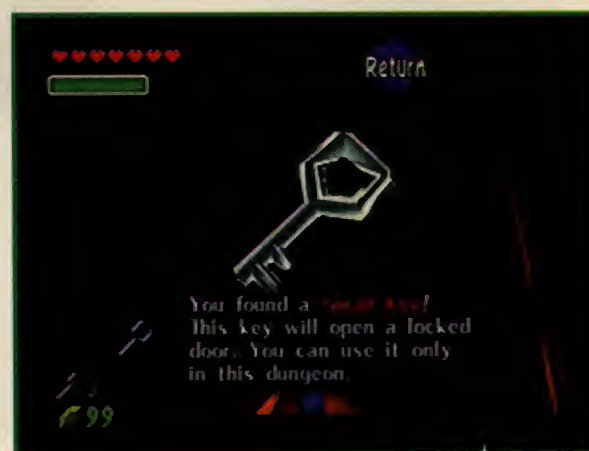


small key inside a chest. Drop down to the ground, open the door and go through.

Kill the Big Skulltula in the new room with the hookshot then go through the next door into a room where four ghosts appear and extinguish four torches in the centre making a box in the middle of the room sink into the floor. Go down the steps and take the passage on the left, then play the Song of Time on the ocarina to move the block aside and

reveal a door. In the next room, kill the plant that snaps at you and use your shield to bounce rocks back at the Octorok in the water. Go to the right side of the room where vines are climbing the wall and use the hookshot to kill two Skullwalltulas, then climb the vines and avoid a third and get to a ledge. Pass through the next door and use your shield to deflect the blue bubble that flies at you and put its flames out then slash it with your sword to destroy it. A chest appears, inside of which you find a dungeon map!

Go out through the opposite door to the one you came in and you'll find yourself on a balcony. Slash the flower ahead of you and climb onto the balustrade. Use your hookshot to shoot the Skullwalltula on the vines, then shoot it at the target that is above the balcony to your left to pull yourself



across to it. Stand on the switch on the new balcony to lower the water level in a well down below.

Leap onto the vines to the left of the balcony and climb down to the ground. Kill any monsters that confront you and go forwards to the path, then use your hookshot on the chest on the other bank

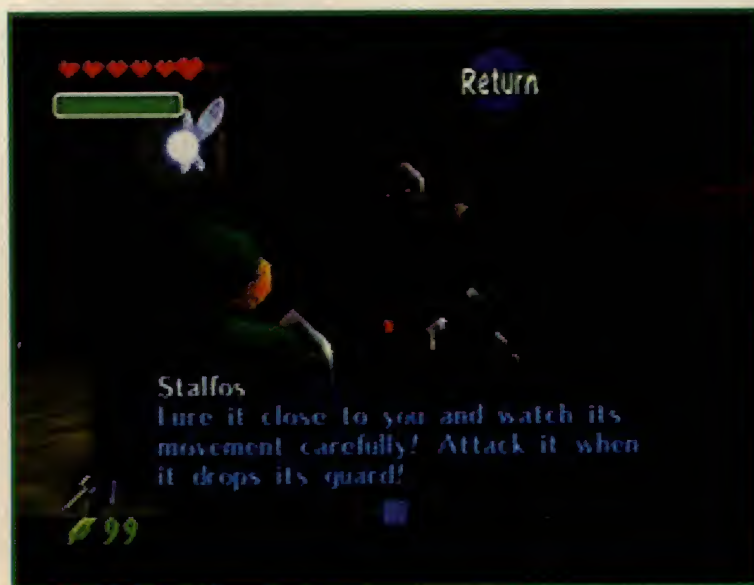
MINUET OF FOREST

To play the Minuet, press A, C Up, C Left, C Right, C Left, C Right.



NAVI'S TIPS

Sometimes you need to trade several different objects with many different people to get a useful item.





ELF ADVICE

Your Deku shield can be used to deflect deku seeds. Your Hylian shield on the other hand deflects much heavier rocks if you need to.

Watch out for these eye symbols on the walls. Shooting them will make something happen.

to pull yourself across. Inside the chest is a recovery heart, and a Gold Skulltula is on the wall. Kill the Skulltula then grab the token and make your getaway by using the ladder down the well that you recently drained.

Follow the path along; grabbing two recovery hearts on the way to find a chest and some vines at the end. Inside the chest is another small key. Grab the key and climb the vines on the wall to come out of another well which is in the room just past where the ghosts extinguished the lights.

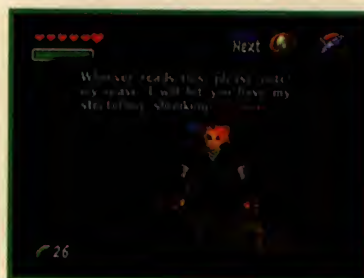
Make your way right to the first door and go through it back into the room with the four extinguished torches. Walk forward to the centre of the room and go left. Climb onto a ledge and go up some stairs to an unlocked door. Open the door and go through to find another blue bubble. As before, use your shield to extinguish its flames, then slash it with the sword and head through the next door to encounter two Stalfos. These skeletal beings have swords and shields, so keep your shield up, let them get in close, then slash at them when they drop their guard. Kill both of them to make a chest appear and open the chest to find another small key.

There is only one door in this room so go out the door you came in and return



to the room with the four torches. Go down the steps and head right, then jump up onto the next ledge. Climb the stairs and use the small key to unlock the door ahead. Kill the Big Skulltula in the next room and go through the door at the end to find another blue bubble. Kill it off then go straight ahead and climb the ladder you find there. Turn right at the top and climb another ladder, turn left and go through an archway with gold triangles marked on the floor.

Pull the grey block on the left out of its alcove and push it in the direction indicated by the arrows. When it stops at a wall, run round through the archways to get behind it and push it down a small drop. Climb the ladder which was behind the grey block and walk round until you find the red block. Push the red block forwards until it stops then go back down the ladder, climb on top of the grey block and up onto the next platform, go find the red





PLAYERS

One



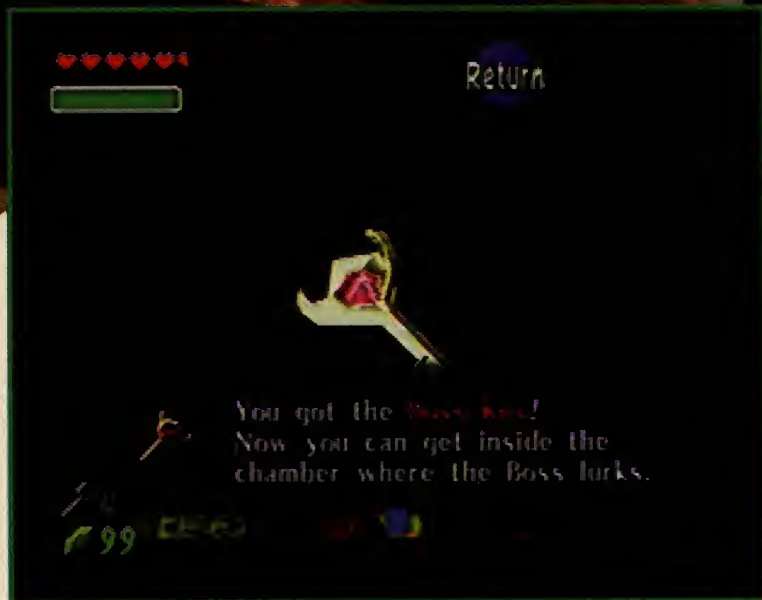
CART SIZE

256Mb



MEMORY

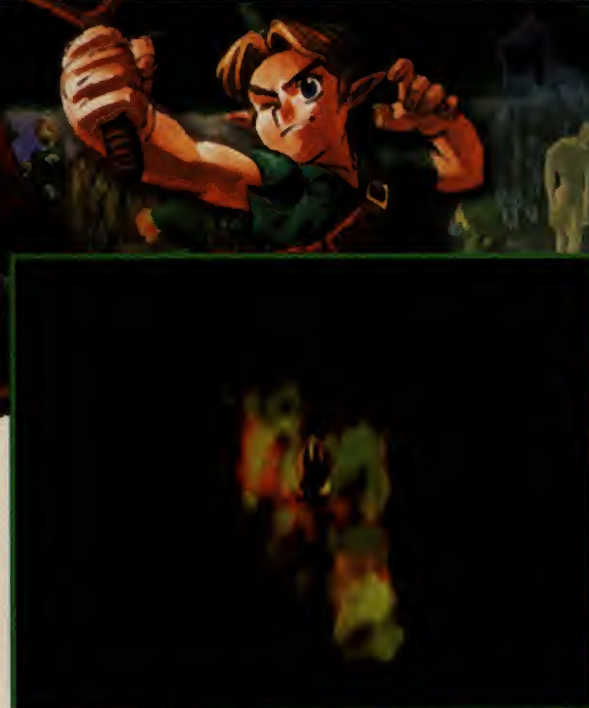
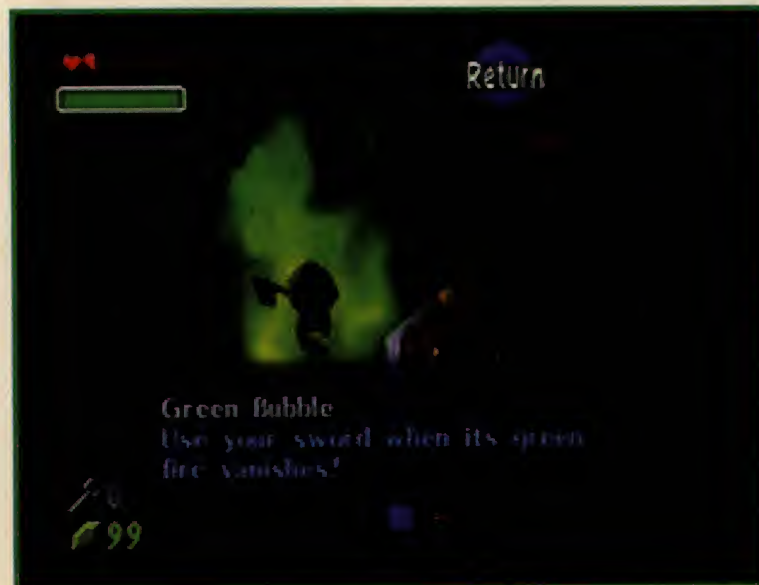
No

PUBLISHER:
DEVELOPER:Nintendo
NintendoGAME TYPE:
ORIGIN:RPG
JapanRELEASED:
PRICE:Out now
£49.99

block and push it forwards into the next drop. Climb on to it to reach the next ledge, go right and right again to come to another ladder then climb it to the top where two blue bubbles attack. Kill the blue bubbles and open the next locked door with a key to get into a twisted passage – a quite remarkable optical effect.

Follow the passage to the end into a room with platforms in it and a chest stuck to one wall. Navi warns you to

watch for the shadows of monsters on the ceiling. Pass through the next locked door and you come to a staircase leading down. Go down two sets of stairs to the bottom and pass through the door where a Stalfos attacks you. Kill him and the central platform drops down and two more Stalfos attack. Kill the two new Stalfos; breaking pots for hearts if you need them, and when you're done, a chest appears and the door unbars. Open the chest to get the bow!

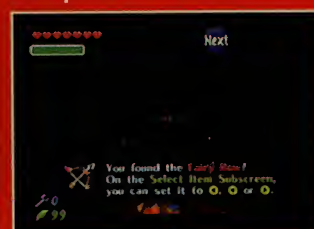


BLOWING BUBBLES

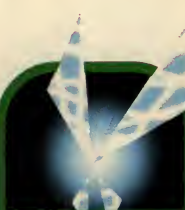
Go out through the door you came in by and make your way back up the stairs and through the twisted passage into the room where the two blue bubbles were. Activate the bow and fire an arrow at the silver eye above the door to the twisted passage. Enter the door and the twisted passage has now straightened out, so walk down it to the room at the end which has now changed around; allowing you to get at the chest which was previously stuck to a wall.

BOW

Assign the bow to a C Button then press that button to take



it out. Hold C and move the analogue stick to aim it and release C to fire an arrow.



NAVI'S TIPS

To spot the hidden monsters on the ceiling watch for a circular shadow on the floor.



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If you planted a magic bean in the graveyard as a child, then this strange plant will be there seven years later.

Climb down the ladder, avoid the hole in the floor and open the chest to find the Boss Key. Drop down the hole in the centre of the room and kill two blue bubbles to open the door. Go up the stairs and out of the door to come to a small ledge above one of the garden areas. Kill the plant to the right and leap onto the narrow ledge ahead for some recovery hearts and to shoot a gold Skulltula on the wall. Grab the Skulltula token with the hookshot, then go back onto the main ledge and head left to come to two doors. Open the door on the right to be confronted by a huge claw which attacks you! When you've hit it enough times it splits into three smaller claws which you need to finish off quickly or else they grow big. Once you've vanquished the claws, a chest appears and you get another small key from it. Exit the way you came in and take the door on the right.

In the next room, drop down, turn left and go through the next door. Kill the Big Skulltula and go through the following door into the room with the four torches. Head straight across the room and shoot an arrow into the gold eye above the barred door, un-barring it.



ELF ADVICE

Use bombs on any boulders you come across to reveal hidden secrets. Not all boulders are susceptible to bombs though, they require a hammer...



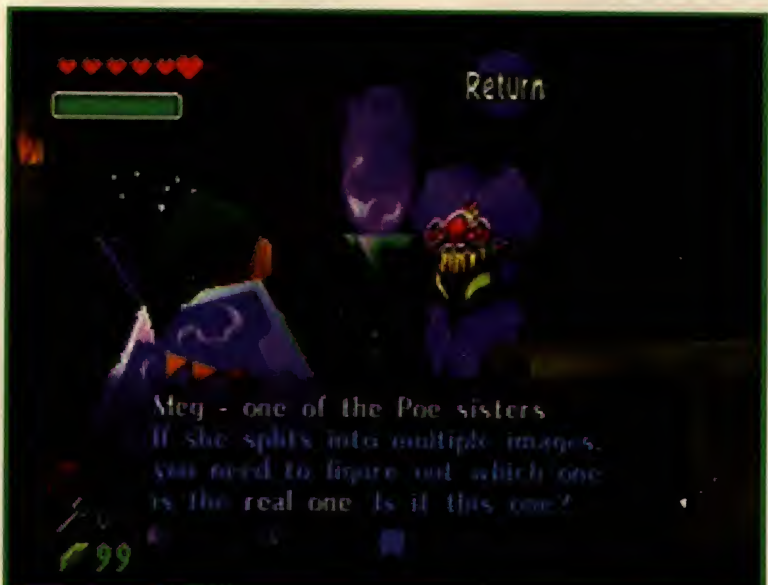
Next make your way back to the room where you fired at the eye above the door to transform the twisted passage. Shoot another arrow at the eye to warp the passage once more and go through it then through the room with the chest on the wall and in the room beyond, advance cautiously until you see the ghost in the first picture. Shoot this picture while the ghost is in it to burn it, then go down the stairs and shoot the next one.

Finally, shoot the third one which is just above you as you go down the second flight and Joelle the Poe sister appears. Chase her to the bottom of the stairs and hack her with your sword until she dies; lighting the torch by the door and making a chest appear which has another small key in it.

Pass through the room where you found the bow and repeat what you just

did with the three pictures on the other side. When you've got the compass from vanquishing Beth the Poe's sister, go up the two flights of stairs to the next locked door. Open the locked door with a key and go through into another area with ladders at all angles and monsters on the ceiling! Watch your own shadow and you'll see a large round shadow grow on top of it, showing the monster about to drop. Keep moving and when the monster does drop, turn round and slash at it.

Drop down to the floor, climb the ladder on the right and follow the passage along to find two green bubbles. Deal with these the same way you handled the blue ones to find another locked door at the end. Unlock the door and pass through to find a room with four rotating platforms which have spikes between them and a torch



Meg - one of the Poe sisters
If she splits into multiple images,
you need to figure out which one
is the real one. Is it this one?



PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

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in the middle. Leap onto one of the moving platforms and face inwards. Activate your bow and draw an arrow back, then fire it through the torch in the centre to set it on fire and melt the ice which is encasing the next eye. Go out the door you came through and kill the two green bubbles in the now-twisted passage, then pass through into the room beyond.

Drop down to the floor below and drop down the hole in the floor to a room where part of the ceiling drops down at regular intervals. Note where the holes in the dropping bit are positioned and walk up the room, stopping on the squares which have holes above them so that when the roof comes down Link doesn't get squashed. Take out the Skulltulas with your bow or your hookshot and hit the switch which is on the right as you go up the room to un-bar the door at the end. Open the chest a bit further on for some spare arrows.

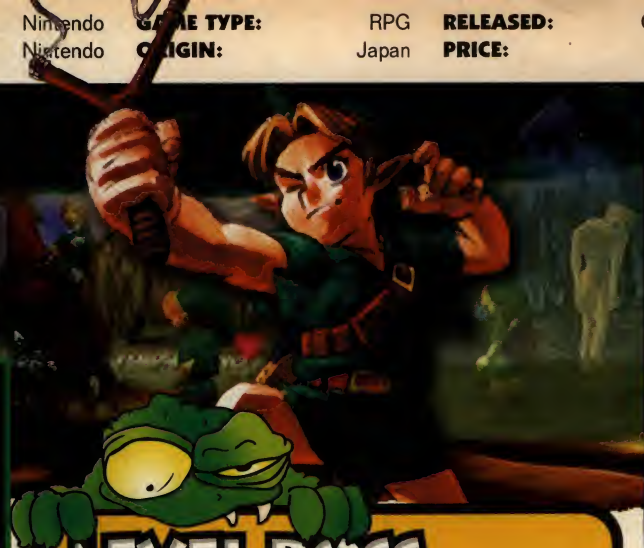
Through the door at the end, shoot the picture on the wall to make the blocks on the ceiling drop down, then push them around to recreate the picture within the time limit. Four of the blocks have parts of the picture on them and one is just in the way. When you get the picture right, Amy the fourth Poe sister, appears and you need to beat her to light the next torch and open the next door.

In the next corridor, slash the Big Skulltula and proceed to the next room which is actually a balcony above the room with the four torches, three of which are now lit. Drop down to the room below and approach the centre where Meg, the fourth Poe sister appears. She projects three images of

herself; making it difficult to work out which one is the real her! Switch to your hookshot and fire at each of the images in turn. The one which is her flashes red when hit. When Meg is finished, the last torch lights and a box rises from the centre of the room. Go into it to travel down to the lower basement level. You find yourself in an octagonal room with two doors and two blocks on each side. Walk to the side of one of the blocks and push it so that the room turns around anticlockwise; revealing a door with a switch inside. Stand on the switch to remove one set of bars and push the room round again to reveal a second switch. Stand on this one to remove another set of bars then push the room round again. Attack the Big Skulltula and then look around the room to find and beat a Gold Skulltula.

Open the chest to find a bundle of arrows, then go back and push the room around again to reveal yet another switch. Step on the last switch to remove the last set of bars and go through the now-accessible doorway to find the boss door. Unlock the boss door and enter. Turn right, go up some stairs and you'll come to a room with six paintings – all the same – and a triforce symbol in the centre of the floor. Step onto the symbol in the middle of the floor and then walk back towards the stairs to meet the Evil Spirit From Beyond, Phantom Ganon.

Once you've vanquished the phantom, you get an extra heart container and a blue light. Enter the blue light to return to the Chamber of the Sages and meet Saria, who is the Forest Sage. She gives you the Forest Medallion which adds her power to yours. She says she will always be your friend... (aaah!)



PHANTOM GANON

This boss leaps into the paintings around the walls then comes towards you through two different paintings. In one of the paintings he turns and rides away whilst at the same time he leaps from the other. You need to take aim with your bow and hit the phantom that leaps from the painting before it can fire electricity bolts at you. This sends it back into the painting. If the phantom manages to fire then keep to the edge of the room to try and avoid the charge. When you've hit the phantom enough times he comes out of the paintings and flies around the room shooting fireballs at you.

Use your sword to hit the fireballs back at him like a deadly game of tennis, then rush forward and slash at him with your sword when he drops to the floor. The most effective method of killing the phantom is to hold down the Z button and rapidly press the B button. This repels almost all of his shots.



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LEVEL
9

FIRE TEMPLE

ELF
ADVICE

Apart from warping, the quickest way to get across Hyrule is by riding a horse. Once you've got Epona you can save yourself loads of travelling time.



After leaving Saria you appear by the Deku Tree and meet the Deku Sprout who can grow now that you've broken the curse on the Forest Temple. Sprout explains that the Kokiri never grow up and that Link is actually a Hylian.

Apparently some time ago a Hylian mother and her baby entered the forest to escape a war. The mother died, but the Deku Tree recognised the baby's destiny and sent him to be raised as a

Kokiri. His name was... Link. When you've finished talking to the baby tree (altogether: aaaaaah) leave him and go through Kokiri Forest and out onto Hyrule Field. Make your way to what used to be the Lon Lon Ranch and is now called Ingo Ranch.

On the way Navi mentions something strange about Death Mountain which is where you need to go next, but first go to the ranch. If it's dark, play the Sun Song to make it daytime then enter the stable and talk to Malon. She tells you that Ingo is trying to gain Ganondorf's favour. Leave the stable and go to the enclosure in the centre of the ranch to find Ingo. Talk to him and pay ten rupees to learn to ride a horse.



race for ownership of Epona. When you win this time he gets mad and refuses to let you out of the ranch, so simply ride Epona at the gates of the ranch and leap over them. Freedom!

Ride Epona to the bottom of the steps leading to Kakariko Village and dismount. Enter the village and go to House of Skulltula. Talk to the spider in the centre and he tells you to talk to the children around the room to get rewards. He also tells you to hunt for the Gold Skulltulas at night and to keep in mind that they love soft soil. Go to the right of the room where one of the children has been turned back to normal. He gives you an adult wallet which lets you carry up to 200 rupees as a reward for helping him.

Go to the graveyard next and pull the stone. Underneath is the Hylian shield. Walk to the back of the room and use a bomb on the wall at the end to open another corridor. Follow the corridor down and to the right to find a Fairy Fountain which recharges your health

RIDING A
HORSE

Approach the horse quietly and stand by the side of it.



Press A to mount it then use the analogue stick to make it run. Once it starts running press A to tap it with the whip and make it run even faster. To jump a fence, simply go as fast as possible and run at it. You need to be running at it head on - not at an angle - or the horse won't jump. When the horse stops, press A to dismount. When you get on a horse a line of six carrots shows how many times you can use the whip. When the carrots run out you need to wait for them to regenerate before you can use the whip again.

EPONA'S ALL BIG!

Enter the paddock and climb on the nearest horse. Practice riding and jumping over the fences. You won't be able to jump the larger fence though. When you've finished, pay another ten rupees and this time play Epona's Song to make him come to you, then ride him and you should find that you can now jump the bigger fence.

When you've finished practising, ride over and press A to talk to Ingo. He challenges you to a race around the paddock. Accept his challenge and race him; taking the inside line to get past, then blocking him when he tries to overtake. He gets annoyed when you beat him and challenges you to a second





PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out now
£49.99



whenever you return to it. Walk back up to the graveyard and go to the rear of it, then pull the second tombstone to the right of the path leading to the royal family's tomb. Drop down the hole, defeat the Redead by attacking him from behind and then stand in front of the wall ahead and play the Sun Song to reveal a chest containing another piece of a heart container.

Next, make your way up the trail towards Death Mountain; avoiding the huge boulders on the way. Collect the piece of heart container from outside of Dodongo's Cavern by riding the plant that has grown and jumping off to the ledge where the piece is.

Carry on up the mountain to Goron City and go inside to find the place deserted aside from one small goron who's rolling around one level down from where you come in. Drop a bomb so that the explosion hits the goron and stops him rolling. It turns out that his name is Link. Chat to Link the Goron in order to find out that he's Darunia's son and has been named after Link himself.

The goron tells Link that Darunia went to the Fire Temple where a dragon called Volvagia lives and he is quite justifiably worried that his dad might get eaten. Talk to him about the dragon to find out that it was apparently killed a long time ago by a goron with a huge hammer. Talk to him about the Gorons to find out that



Ganondorf revived the dragon, then the goron gives Link a heat-resistant tunic. The door to the shop at the bottom also opens.

Talk to the goron again to find out where the secret passage to the Fire Temple is, then blow away the rock door marked by the two bomb plants on this level. Explode three more doors to come to a huge goron who offers to sell you a special weapon which he calls a small knife. If you don't have enough cash then go up Death Mountain a short way and drop into the hole which used to have a boulder on top of it to find the small cave with loads of rupees in it. You can also refill your Lon Lon Milk bottle here by playing Epona's Song to the cow, and any other bottles you are carrying! When you've got 200 rupees buy the giant's knife which is actually a huge sword!



FIRE PROTECTION

Leave the giant goron and go back into the middle of the city. Kill the Gold Skulltula which is on the central platform near the top and then go to the bottom of the city and enter Darunia's chamber.

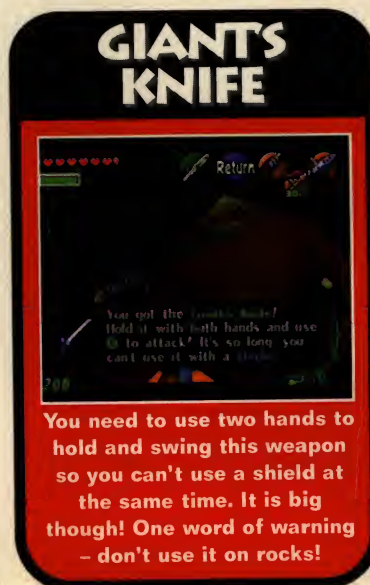
Pull the statue on the wall aside and then pass through the concealed passage that it reveals to get into Death Mountain. When you get inside, you must immediately equip your heat-resistant tunic to stop Link from bursting into flames.

Go to the broken bridge which is on the left as you enter and fire your hookshot at the log ahead to travel across to the other side. Meet Sheik of the Sheika to learn the Bolero of Fire.



INTO THE TEMPLE

When Sheik disappears, go down onto the rock platform ahead and turn left, then go through the door ahead to come to a hole. Take the ladder down the hole and walk through the tunnel ahead to enter the Fire Temple. Kill the two Flaming Keese before they burn you. Take the stairs ahead of you up to the top and enter the door on the left to find Darunia. He tells you that Ganondorf is going to feed his people to the dragon and says he is going to go on ahead and attempt to seal the dragon away. However he adds that he



GIANT'S KNIFE

You need to use two hands to hold and swing this weapon so you can't use a shield at the same time. It is big though! One word of warning - don't use it on rocks!



NAVI'S TIPS

The Giant's Knife is good for little monsters but shatters easily.



50



ELF ADVICE

With the **Bolero of Fire** you can get back into the **Death Mountain crater** extremely easily. This makes it a quick job to nip out for more health or ammo.

doesn't have the legendary hammer. He then asks you to save his people and tells you that the cells are in the opposite direction. When Durania leaves, turn left and jump across the platforms to the left corner. Step on the switch to open the first cage and free the goron. He tells you that you need to find a path that leads to the room above the ceiling in order to do something about the pillar in the centre of the room. Open the chest which was in the cage with the goron to get a small key.

Jump back to the platform you came in on. If you need more health or bombs, jump to the right and pull yourself across to the other side of the room using the hookshot, then break the jars to get some bombs and health fairies.

Leave the chamber the same way you came in and go across to the locked door. Unlock the door and go through into another area with lava everywhere. Go straight ahead across the bridge after killing the flaming keese. Part-way along the bridge, jump off to the left onto a narrow ridge, then run to the end and use the two square platforms to get to another platform leading to a door.

Head through the door and follow the corridor to a switch and a cage. Use the switch to free the goron and he tells you that if you hit walls with your sword then any that can be destroyed with a bomb will sound different. Open the chest for another small key. Go into the room with the lava then stand below the ledge with the grey block on it and play the Song of Time. The block appears in front of you, blocking the passage you just came from and allowing you to climb up to the ledge above and enter the door.

In the new room, avoid the flying tiles and face an amorphous Like Like which eats shields and clothes. If it sucks your shield and tunic off you then beat it to death quickly with your sword to get them both back. Your big sword is the best weapon to use on this monster. Kill the Gold Skulltula at the end of the room and collect the token, then exit the room.

Back in the lava room make your way back across the platforms and ledges to

the central bridge. Continue across the room to the door on the other side which is blocked by a brick wall. Blow up the wall with a bomb and go through the door to find another switch allowing you to free another goron. He tells you that there are switches within the temple which you must cut with your sword to activate, although a bomb will also do the job.

Open the chest to get another small key then return to the previous room. This time make your way to the locked door which is at the other end of the bridge to where you originally came in.

Pass through the door into a room with a cage in front of you, behind which a column of lava shoots out of a hole in the floor at regular intervals. Slide down the plank ahead taking you into the cage. Turn left and climb up the mesh to the platform at the top for some health, then climb the mesh on the other side and jump across to a platform with a

BOLERO OF FIRE

Play this tune to warp to the Death Mountain crater. The



button combination is C Down, A, C Down, A, C Right, C Down, C Right, C Down.





PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

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Japan

RELEASED:
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block on the end. Push the block off the edge onto the hole with the lava down below then drop onto it and ride it up to a room high above and get off to face a locked door. Open the door and go through into a new room with a caged goron in front of you and several torch slugs on the floor. To vanquish the slugs, slash them once to put out their flames, then slash them again.

Climb up onto the ledge on the left, then turn right and climb onto the next ledge. Walk to the wall and turn and jump across to a platform with a block and a strange diamond on it. Push the block off the ledge and jump over and pull it forwards over the design on the floor. Climb onto the block and jump to the platform on the right (the one without the diamond on it). Climb onto the mesh and traverse left, then pull yourself up onto the platform above the diamond. Look down and use the hookshot to shoot the diamond and extinguish the flames.

Turn and climb up onto the platform behind you and climb the mesh before the flames return. At the top, go through the door ahead into a room which is a mess of corridors with boulders rolling along them. From the door, go right; avoiding the boulder, and follow the left wall then go left to get to a switch and a cage. Step on the switch to release a goron who tells you that some doors may fall on you and you can use bombs to break them.

Grab the key from the chest and go left, then right and follow the left wall – still avoiding boulders – past a locked door until you come to an unlocked door. If you carry on following the wall round to the left and strike the wall as you go you can hear a Skulltula which is behind a piece of wall that you can blow up to get through.

Go through the unlocked door and step on the next switch to free another goron who tells you that if you're on fire you can put yourself out by swinging your sword or by rolling forwards. Take the small key from the chest and return to main room, then go back to the locked door that you just passed. Go through it into a room with a locked door and a barred door in it. Jump to the ledge to your left for some recovery hearts then walk along the narrow ledge to the centre of the room and shoot the eye above the barred door to open it. Pass through this door to find a large chest containing the dungeon map. Take the map and leave the room and go through the locked door on the right.

In the new room, follow the narrow ledge to the end and jump across onto the mesh. Make your way quickly across the mesh avoiding the red bubbles and climbing the posts in the middle to get a recovery heart and avoiding the wave of

flame which sweeps across the room behind you. Make your way to the steps on the far side of the room and climb them to get to a door at the top.

Go through the door to find yourself on a platform above the room with all the boulders rolling around in it. Jump across to the platform ahead and kill the torch slug then place a bomb on the gap in the top of the platform ahead to blow a hole in it. Walk to the hole and climb down the mesh wall to the bottom then follow the corridor at the bottom to a switch which releases another goron. He tells you that when you meet the dancing creatures, don't use arrows as they don't work, use bombs instead.

Grab the small key and go back up the mesh to the top where you used the bomb then turn left and jump onto the narrow wall. Turn left again to jump onto the large block with a torch slug on it. Turn left again and jump across to a platform with a switch on it and stand on the switch to open a cage in the far corner. Get back onto the narrow wall, make your way to the end of the room and jump into the open cage.



ELF ADVICE

Make sure you pay attention whenever you talk to a rescued Goron. They each tell you something useful, sometimes something which will be useful much later on.



NAVI'S TIPS

This temple contains an invisible maze of fire. To get through without losing energy, move very slowly and cautiously. Don't try to race through!



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ELF ADVICE

If a door starts to wobble when you go up to it then jump out the way as it's a falling door!



NAVI'S TIPS

Flame dancers are tough until you extinguish their flames. Bomb them!



The goron tells you that if you see a place on the map but can't reach it then try playing your ocarina. Pick up the small key from the chest and make your way back to the door you used to enter this room. Go back through the door, down the stairs and jump across the mesh platforms to reach the locked door up on the platform in the middle of the room on the right wall.

Creep through the door into a torch-lit corridor and pass down this corridor to another door leading into a large room with flame-throwing blocks in it and a square structure in the middle. Navi tells Link that he is above the room where they met Darunia. To the right there are boulders rolling backwards and forwards and blocks rotating around with flames coming out of them.

There are posts set into the ground at regular intervals and as you approach some of them flames rise from the floor turning the posts into a kind of invisible yet deadly maze. Follow the wall on the right until you almost reach a door, then turn left and go round a post to avoid



the firewall which springs up in front of you. Go through the door to find a chest containing a compass. Head back out the door that you came through. Make your way straight ahead down the row of posts and aim for the door on the left. Be warned! This is a falling door, so plant a bomb by it to destroy it. Make your way round to the left and blow up the next door which is also a falling one. Head for the bottom corner of the map, moving through the maze cautiously to avoid the fire.

Break the pots by the walls for some health and keep close to the walls to avoid the flames. Make your way to the locked door which is on the bottom of the inner circle of the map. Walk past the caged goron to the door at the other end and once through, head to the wall ahead and round to the left to find a switch. Hit the switch to drop the wall of flames then quickly make your way past before the flames reappear.

Chop up the pots with your sword for some health and bombs then blow away the fake door to reveal a real door behind it. Through the door you come face to face with a flame dancer.

FLAMING DANCERS!

Once you've beaten the flame dancer the fire in the centre of the room is extinguished. Climb onto the pedestal in the centre to rise to the room above.



Leap off and go through the next door. Turn right and go past another diamond switch. Climb the mesh at the end and look down from this platform and then hit the switch with your hookshot. Climb the next area of mesh when the flames disappear and edge across to the right at the top then go through the next door.

You find yourself in a large circular room with ledges all round it and some narrow steps in the centre around a large hole. Kill the flaming keese and cross to the switch. Hit the switch to turn off the flames on the platform at the top of the steps revealing another switch. Climb the stairs rapidly before the flames reappear and open the chest to get the Megaton Hammer.

Walk back down to the ledges running round the room and go left to the square platform with tiles around it. Hit the square with the hammer to reveal a hole and drop down it into a large room.

In the new room go to the opposite corner and hit the statue there twice to reveal a door. Go through the door into an L-shaped room and kill four flaming keese. Walk forwards to the long rectangular pit and smack the post there with a hammer to make steps appear in the pit. Pick up a crate from next to the wall and go down the steps to find a barred door and a switch. Put the crate on the switch and go through the door.

FLAME DANCER

Avoid the flames of this creature and throw a bomb to



remove its fiery clothing, then run the opposite way to it around the room and hit it with your sword. Occasionally the Flame Dancer jumps back into the flames in the centre of the room and you then need to bomb it again. Repeat this until it dies, but jump back when it does as it explodes and this will rob you of some health.



PLAYERS
OneCART SIZE
256MbMEMORY
NoPUBLISHER:
DEVELOPER:Nintendo
NintendoGAME TYPE:
ORIGIN:RPG
JapanRELEASED:
PRICE:Out now
£49.99

In the next room, hit the square platform with your hammer and it falls through the floor. Drop down on top of it. Climb onto the ledge that is closest to you to find a rusted switch. Hit it with your hammer and pass through the door it opens. In the new room, play the Song Of Time to move the grey block on the opposite platform down into the corridor below. Drop onto the block and leap to the opposite platform to find another rusted switch. Hit the switch with the hammer to open the cage in the corridor below.

Drop down and speak to the goron who tells you of a hidden door in a statue which is at the entrance to the temple. You'll need to use the hammer on it. Check in the chest for a small key and climb back up onto the grey block and exit through the door. Jump across to the top of the square structure in the centre of the room and hit the square block with your hammer. Fall through the hole in the floor to the room where you first met Darunia (you lose a little energy doing this, so if you're very low you might want to go back the long way). Go out through the door you first came in by, then turn right, go down the stairs, then turn left and left again to find a huge statue blocking the doorway ahead.

Break the statue with your hammer to reveal a locked door and open the

door with your key. Go through the door, kill the flaming keese and the torch slugs to open the next barred door. Walk through this door into a room where tiles fly at you again.

Avoid or block the tiles with your shield, then switch to your big sword to take out the Like Like with one blow. Kill the Gold Skulltula on the wall and grab the token, then take the door on the left which closes behind you and triggers an attack by a Fire Dancer.

If you don't have any bombs left, smash the dancer with the hammer to remove its flames, then smack it repeatedly until it succumbs. Both doors then un-bar and a chest appears which contains some bombs. Exit via the door which was on the left as you came in then hit the switch with your hammer to open the next cage and free another goron. He tells you to go help Darunia.

Open the big ornamental chest to get the Boss Key. Take the door on the other side of the cage and run up the stairs in the next room then left at the top to come to the room where you first met Darunia again. Sprint forward and jump across to the next platform and from there jump to the boss door. Unlock the door and pass through.

The next room is full of lava and has a circular platform in the middle. Jump across to the middle platform. The ground will now start to shake and the Subterranean Lava Dragon Volvagia appears from below!

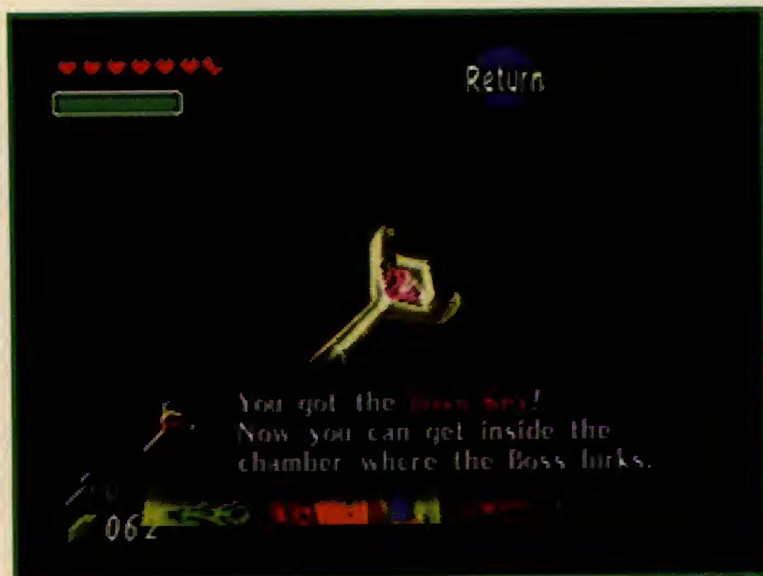
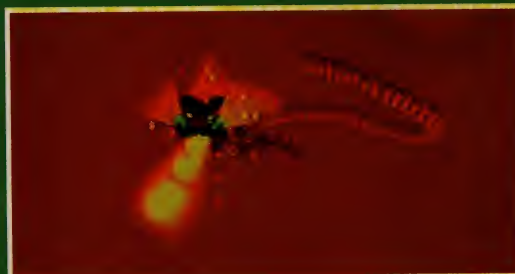
A SCALY PROBLEM

Once you've beaten Volvagia you get another heart container. Enter the blue warp to return to the Chamber Of Sages where Darunia thanks you and identifies himself as the great Sage Of Fire. He gives you the power of the Fire Medallion, adding his power to your own.



This evil dragon pops out of different holes in the circular platform and rears its head. Stand near the centre so that you're close to wherever it pops up and run in and hit the dragon with the hammer once, then when its head drops down, hit it again and run back to avoid the flames which follow.

After a bit the dragon comes out of the holes and chases you round, so to avoid it you should hang off the edge of the platform. It eventually goes back into the holes at which point return to waiting for it to pop out again and hit it with the hammer once more. When it flies up to the ceiling you need to watch out for shadows and avoid them, as Volvagia drops boulders from above. Again, you can hang off the edge of the platform to avoid all this.





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LEVEL
10

WATER TEMPLE

You reappear in the Death Mountain Crater. Make your way back across the broken bridge back towards where you came in and use the hookshot on one of the wooden posts on the opposite bank to pull yourself across.

Walk to the boulder just to the right of where you land and hit it a couple of times with the hammer to destroy it and reveal a hole. Drop down the hole and use your shield to defeat the Business

Scrubs. When you beat them they offer to sell you bombs, arrows and deku nuts if you need them. Go back out of the hole and turn right then cross the bridge to a platform with two rocks to the right and one rock ahead of you. Break the two rocks on the right with the hammer and go through to find a Great Fairy Fountain. Play Zelda's Lullaby to summon the Great Fairy Of Wisdom.

The fairy enhances your magic power; giving the meter twice as much energy, and tells you to come back when battle has made you weary (ie: when you're low on health) then she vanishes. Navi tells you of an Arctic Wind which is blowing from Zora's River, indicating that that is the place you need to go next.

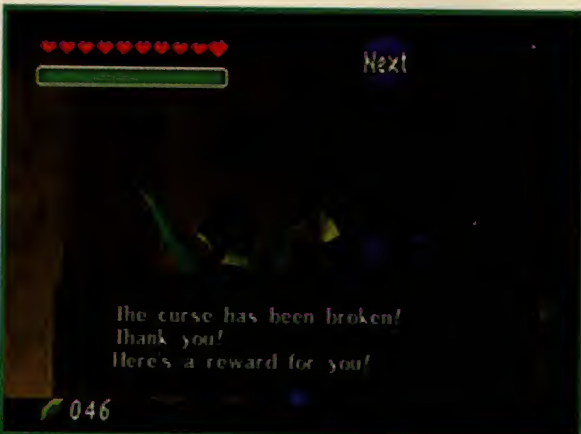
However, before you do that, head out of the crater and down the trail into Kakariko Village. Enter the House Of Skulltula and talk to the child on the left who has now been transformed to receive the Stone of Agony.

A LEAFY SHORTCUT

Leave the House of Skulltula and the village and ride Epona to the river leading to Zora's Domain. On your way up the river do a roll attack on the tree near to where the boulders originally blocked your path to make a Gold Skulltula drop down. Defeat it and carry on to where the man sold you magic beans. Stand on the plant which has grown where you planted the seed and it whisks you away up the river to the point where you need to play Zelda's Lullaby to slow the waterfall. Once the waterfall has slowed, jump across and re-enter to find the whole place has frozen over!

Trek to the top of the frozen waterfall to find a Gold Skulltula on the wall to the right. Use the hookshot to take it out. Next, make your way to Zora's Fountain and jump across on the icebergs to find another piece of a heart container before jumping across to the tunnel at the very top of the map and entering the Ice Cavern.

Follow the tunnel, avoiding the falling icicles, until you come to a cave with four Freezards in it, one of which is nearly invisible. Don't let any of them hit you with their breath or it will freeze you. Instead, batter them with the hammer until they shatter; being careful not to get hit by the spinning blade trap.

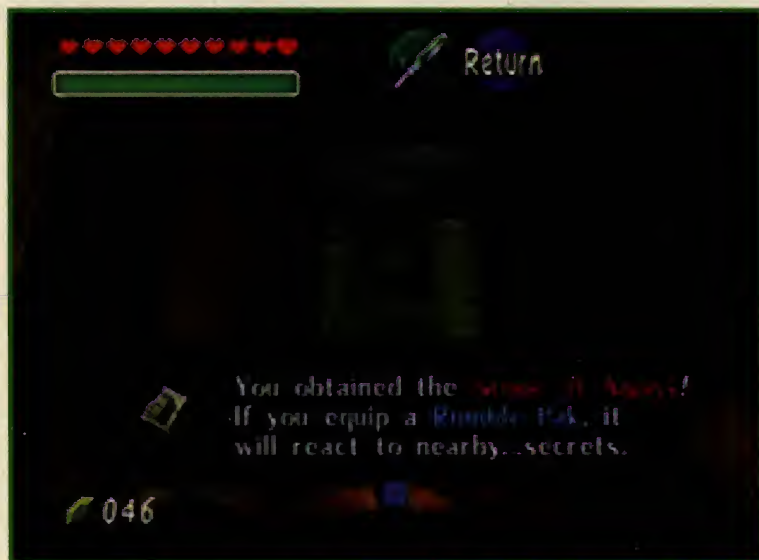
**STONE OF AGONY**

Once you've collected this, if you have a rumble pak



plugged in it will rumble in response to secret things nearby! What a great ploy to get you to buy a Nintendo Rumble Pak!



**PLAYERS**
One**CART SIZE**
256Mb**MEMORY**
No**PUBLISHER:**
DEVELOPER:Nintendo
Nintendo**GAME TYPE:**
ORIGIN:RPG
Japan**RELEASED:**
PRICE:Out now
£49.99

When you destroy the last Freezzard the door ahead opens.

Walk through the door into a room with a spinning ice propeller and beat the Gold Skulltula on the wall to the left as you enter, then make your way round to the large steps opposite collecting all the ice rupees as you go to unbar the door at the top.

Go through the door into a room with another Freezzard, two blade traps and loads of falling icicles. Destroy the Freezzard, dodge the blade traps and drop down the icy stairs at the end of the room to come to a chamber with a long raised platform ahead of you. Attack the invisible Freezzard that

comes towards you on the ground level, then climb onto the platform. Wait till the Freezzard breathes out, then rush in and hammer him.

Jump up to the platform with the blue fire on it and use an empty bottle to catch some of it. Go across the narrow ledge, attacking the Freezzard on the way and reach the chest which is frozen in red ice. Pour the blue fire on it to defrost the chest. Inside is the dungeon map. Catch some more blue fire and jump across to the pot frozen in the red ice and defrost it, then smash the pot for a purple rupee. Fill the bottle with more blue fire, go back up the stairs and make your way back to the area with



the spinning propeller in it. Go left and pour blue fire onto the red ice to reveal a tunnel.

Follow the tunnel to a room where icicles drop down from the ceiling and stalagmites protrude from the floor. Kill the ice keese and smash the stalagmites to reveal red ice and a blue flame ahead. Use blue fire on the red ice on the left to get a piece of a heart container and uncover a Gold Skulltula above you. Use blue fire on the red ice on the right to reveal a chest containing a compass. Grab some more blue fire before you leave and go back to the room with the propeller in it then cross to the other side and pour blue fire on the red ice there to reveal a tunnel.

Head down the tunnel to reach a room with more ice keese in it and some narrow pillars. Kill the keese and also a Gold Skulltula that's on the wall to the left. Collect the ice rupees by jumping across from the different pillars; taking care not to fall into the gaps at the sides. You can also push the square block around to reach the rupees on the higher pillars. The last ice rupee is on a ledge to the right as you enter. It is encased in red ice so you'll need to use blue fire on it. If you get the square



NAVI'S TIPS

If you only have one bottle then it's a good idea to buy a couple more to keep the blue fire in. It makes things much easier!



ELF ADVICE

Take your time to investigate what appear to be dead-ends on the map. Often they will reveal a warp to somewhere else which makes a useful shortcut.

platform into an awkward position, push it down one of the holes and it reappears back where it started. When you've collected all the ice rupees, push the block over underneath the door you just opened, climb up and go through.

In the next room kill two Freezards and use the blue fire on the two lumps of red ice. Smash the two pots for recovery hearts, then continue through the door at the end into a room with a Wolfos in it. Beat the Wolfos to make the door open and a chest appear.

Open the chest for some Iron Boots and Sheik appears. She tells you that all the Zoras are sealed under a thick ice sheet. The Zora Princess has left for the Water Temple where a monster lurks – the source of the curse that created all the ice – and only defeating the monster will cause the ice to melt. She then teaches you the Serenade of Water which will get you to the temple. With this, sheik vanishes.

Put the Iron Boots on, drop through the hole behind the chest, press A to open the underwater door and head up the tunnel to come out on a ledge above

a room that's near the start. Drop into the room, take off the boots and make your way all the way back to Zora's Chamber. Use some blue fire on the red ice encasing King Zora and talk to him to receive the Zora Tunic which stops you from drowning when you're under the water.

Return to Zora's Fountain and head to the island which is at the bottom right of the map. Blow up or smash the boulders then enter to find a Great Fairy's Fountain. Play Zelda's Lullaby to summon the Great Fairy of Magic who will then give you a magic spell called Farore's Wind.

The fairy tells you to come back if you need health, then it vanishes. Exit back to Zora's Fountain then play the Serenade of Water to warp to Lake Hylia. When you appear put on your iron boots and equip your Zora tunic then walk forwards and right of the bridge and drop into the water at the bottom of the slope to find a closed portcullis. Turn around and shoot at the crystal above the portcullis with your hookshot to open it. Walk through into a small underwater area.

Change your boots as you enter so that you can float to the surface then walk into the room ahead of you. Put your boots back on, drop down into the water and sink to the very bottom. Walk round to the right, defeat the two Spikes with your hookshot and walk through the door marked by the two unlit torches (well... you are underwater!) and continue down the passage to find Princess Ruto of the Zora.

She tells you that Sheik rescued her from under the ice and asks you to help her save Zora's Domain. To do this you need to destroy an evil monster. She

goes on to say that there are three places in the temple where you can change the water level and tells you to follow her.

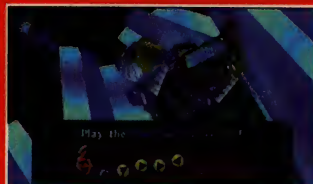
Walk into the room, take your boots off and float up after Ruto. Climb out of the water at the top and pass through a door to kill four spikes and make a chest appear. Open the chest to find the dungeon map. Exit via the door you came in by, stand in front of the Triforce symbol, and play Zelda's Lullaby on the ocarina to lower the water level in the temple.

Drop down the hole that you floated up through and at the bottom use the bow to fire arrows through the flame of



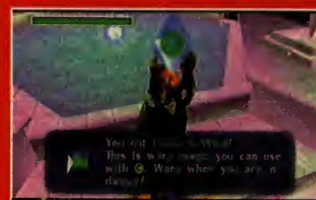
SERENADE OF WATER

The button combinations for this melody are A, C Down,



C Right, C Right, C Left. The song is of course entered on your quest menu sub-screen.

FARORE'S WIND



Assign this to a C Button and press the C Button to create a warp point wherever you are at that moment. When you press the C Button again you can either warp to the point where you set the spell or erase the spell and set another warp point at your new location. You can only use Farore's Wind within a dungeon that has a dungeon map though.





PLAYERS

One



CART SIZE

256Mb



MEMORY

No

PUBLISHER:
DEVELOPER:Nintendo
NintendoGAME TYPE:
ORIGIN:RPG
JapanRELEASED:
PRICE:Out now
£49.99

The dungeon map for this section is enclosed in a block of red ice. Fortunately there is some magical blue fire burning nearby.

the torch in the centre so that they light the torches either side of the door. You need to be quick when lighting the second one or the first one goes out. When the torches are lit, the door unbars. Go through the door to encounter three Shellblades which are like large clams with spiky edges. Shoot them in their exposed innards with the hookshot when they open up.

Kill all three Shellblades to make a chest appear which contains a small key. Make your way back to the central area where spikes and Blue Tektoids attack. Beat them and go to the opposite side of the room. Climb onto the brown platform and push the block in the wall forwards and down a long tunnel until it drops into water. Put your iron boots on and follow the block into the water. At the bottom, follow the corridor to the end and take your boots off to rise to the surface. Walk forwards to enter the new room and shoot the Blue Tektite across the way.

There is a chasm in front of you which is too wide to jump at the moment so hit the diamond-shaped switch on the right to make a water spout rise in the centre of the chasm. Jump onto the water spout and across to the other side. If you miss the jump, use your hookshot on the circular symbol to pull yourself back up. Go through the door into a room with a square pool in the middle of which there is a strong current. Look down and you can see a stone dragon's head and a piece of its body under the water. Drop

Use the blue fire to melt the red ice at the side of this room and it reveals a hidden doorway.



in and equip the boots when you're over the body to sink onto it. Look at the dragon's head to see a switch in its mouth. Use the hookshot on the switch to raise the portcullis underwater then turn to the right and use the hookshot on the white circle to pull yourself over to the exit.

Kill the two Shellblades with the hookshot and switch to your normal boots to rise to the surface. Climb from the water and open the chest for a small key, then hit the diamond switch. Put your iron boots back on, drop into the water, and pass back into the room with the stone dragon in it. Float to the surface, climb out and leave the room, then fire your hookshot at the circle across the way to travel to the other side and exit through the door. Drop down into the water and sink to the bottom then follow the corridor to the end. Look up at the circle on the wall and use the hookshot to pull yourself out of the water. Return to the central area, go right and enter the next tunnel.

Walk to the end of the tunnel and use a bomb to blow a hole in the floor where you can see a slight gap. Drop into the hole and use the iron boots to sink down. Kill a Shellblade, walk to the end of the corridor, and rise to the surface. Climb onto the platform with the switch and stand on it to raise the water level.

Kill the Blue Tektites and aim your hookshot at the white circle on the neck of the statue ahead to pull yourself up. Walk past the statue to the bars. Behind them is a Gold Skulltula and a diamond switch. Charge up your sword and release it to activate the diamond switch and raise the bars. Kill the gold skulltula



This room is one big puzzle. You need to push the square block around the room without losing it down the holes.

and drop back into the water then drop back down the hole and return along the tunnel and float back up. Return to the central room and go to the locked door directly ahead in the central structure.

You find yourself on a narrow platform with spikes on the floor on both sides. Go to the end of the platform and turn around then look up and right and use your hookshot to pull you up onto the ledge where you find another Triforce symbol. Play Zelda's Lullaby when standing right in front of the symbol to raise the water level; pushing a block up with it. At this point you should be floating in the water. Put your boots on and sink down to where the block which has risen has now revealed a hole.

Drop down the hole into a big square room with a diamond switch. Hit the diamond switch to open one of the grates in the ceiling and drop spikes and Shellblades down to attack you. Kill them all to open another grate in the opposite corner to the switch. Float up into the new area and open the chest for a small key.

Return to the central room where you just raised the water level and climb

The white Wolfos is a bigger, more powerful version of the Wolfos that can take more damage.



NAVI'S TIPS

When you get an object that lets you do something you couldn't do previously, return to places you've already been and explore with this new ability to uncover more secrets!



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ELF ADVICE

If you ever find yourself in water with a strong current, use the iron boots and you will be able to move against it without much trouble.

These fairly harmless looking balls of rock extend huge spikes and leap towards you!

onto the floating block. Jump across to the door, open it and return to the central area. On the new ledge turn right and walk round till you see a ledge on the outer wall with two clay jars on it. Pull yourself across to the ledge with the hookshot then follow the passage until you come to some spikes blocking your way. Use your hookshot on the white circle to pull yourself on to the ledge above the spikes.

Turn around, look up and aim your hookshot at the farthest of the three circles on the roof to pull yourself into a square room with a diamond switch, some jars and a chest inside a water spout. Grab some health from the jars, stand near the chest and use your hookshot to hit the diamond switch and stop the water temporarily. Open the chest to get the compass.



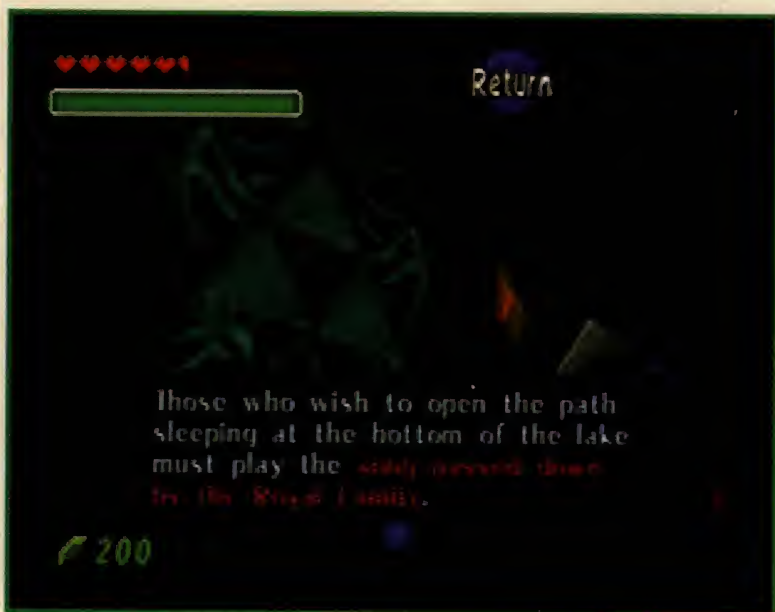
Go back down the hole, past the spikes and return to the central area. Put your boots on and sink down to the tunnel directly below you. Walk along the tunnel and take your boots off to rise to the surface in the room where you encountered Princess Ruto. Climb out of the water and look for the small fissure in the wall. Plant a bomb next to it to open a hole and pass through to find a chest with another small key in it.

TRAVEL BY SPOUT

Return to the central area and float up to the ledge running around the central structure. Walk around to the opposite side of the room and use the hookshot to reach the platform on the wall with the locked door. Open the door and go through into a room with a diamond switch and a water spout. Stand on the

water spout and hit the diamond switch with the hookshot to make the water rise and take you up to the room above. Kill the Blue Tektite and go through the new door.

You find yourself by another Triforce symbol. Play Zelda's Lullaby to raise the water level once again. Drop from the ledge and climb onto the central platform anticlockwise until you see another passage open on the wall. Swim across to the passage and drop into the water and sink down. Follow the corridor along to the block ahead and pull the block towards you until it stops. Return to the central area and head to the opposite side of the room to find a locked door in the wall. Unlock the door and go through it. Kill the two Keese on the wall ahead then walk



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forwards and drop onto the platform just below you. The platform below the one you're now standing on is moving up and down the sloping wall. Drop onto it and ride it to the bottom then turn right and jump onto the lowest platform. Use your hookshot to drag yourself up the descending platforms ahead and shoot the circle on the wall at the top to pull yourself into a short tunnel at the end of which is a locked door.

Go through the door into a room with statues around it, Blue Tektites in the middle and a red diamond switch. Shoot the switch with your hookshot to raise the water level and reveal circular targets on the necks of the statues. Pull yourself across to the first statue, turn and shoot the switch again to lower the water and the statue necks. Then pull yourself across via the circle on the wall to the right, climb over the statue, shoot the diamond switch again, pull yourself to the next statue via the circle on its neck.

Shoot the switch again to lower the water and the statues once more, climb onto the statue and shoot the switch once last time to raise yourself up and jump across to the ledge nearby. Kill the Blue Tektites and shoot the Like Like on

the other side of the spikes. Shoot the white circle on the ceiling in order to pull yourself across the spikes and go through the door.

You appear in what seems to be a massive open area with a leafless tree ahead of you behind which is a barred exit. Walk past the tree and turn around to encounter Dark Link who is actually a reflection of you!

Once you've beaten Dark Link, the door ahead of you unbars and the wide open area transforms into an ordinary room. Go through the door to find a chest inside which you get the Longshot.

TIME FOR A SONG

Once you've got the longshot, play the Song Of Time to remove the block behind the chest and reveal a hole in the floor. Drop down the hole to find yourself in a cavern with a waterfall to the left emptying into a river. Navi warns you about vortexes in the water and the water is moving very fast so put your boots on before you get into it.

Step into the water and go right, then follow the river along avoiding the vortexes and collecting recovery hearts on the way. Just after the second vortex you'll find a Gold Skulltula on the

wall, so kill it and collect the token with the longshot.

When you reach a platform with two jars on top climb up onto it, turn round and look up at the roof of the tunnel to find a white circle. Use the longshot on the circle to get to the next platform then shoot an arrow at the gold eye on the wall opposite your platform to open the portcullis. Immediately turn to the left and use the longshot on the chest in the tunnel to drag yourself across. Open the chest for a small key.

Follow the tunnel to the end which brings you back into the room above the water with the dragon statue in it. Drop into the water and make your way back from here to the central area. Put your iron boots on again and drop to the bottom of the room. Go through the

NAVI'S TIPS

If ever you get stuck on a puzzle, look around for things to read. A lot of traps come with helpful user-friendly clues!

DARK LINK

This enemy is a bit of a nightmare to defeat because he responds almost



instantaneously to your every move (shades of Luke facing himself in Star Wars?)

The only way to hit Dark Link effectively is to lock onto him and parry his attacks, then counter before he gets his guard back up. He drops down through the floor and reappears behind you whenever you hit him so be ready to turn. Whatever you do, don't do a thrust with your sword or Dark Link jumps on top of it, instead keep doing slashes with your sword.

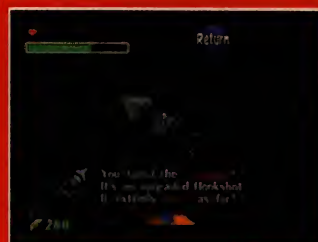


59



LONG SHOT

This weapon is an enhanced version of the hookshot but it



has twice the range. As with the previous weapon, equip it to a C Button and fire it at objects to bring them to you or hook it onto certain areas to pull yourself across gaps.



ELF ADVICE

Because the longshot has more range than the hookshot, you might be able to use it to reach areas you couldn't before with the old weapon.

tunnel on the right of the area to get to where you met Princess Ruto then float up to the top and play Zelda's Lullaby in front of the Triforce to lower the water again.

Fall down the hole to the bottom and make your way back to the central area. Go left round to the door leading into the central structure and inside use the longshot to pull yourself up to the top platform in the room and shoot the gold skulltula on the roof. Drop back down and make your way to the second floor and walk out onto the balcony. Walk left round to the other side of the building, taking care not to fall down the gap and shoot the eye on the wall with the bow to open the portcullis then use the longshot on the white circle just past the portcullis to pull yourself into the tunnel.

Follow the corridor to the very end and push the red block you moved some time earlier to let you get to a room with a chest containing a small key. Grab some recovery hearts from the pots at

the rear of the room. Go out of the room and down the corridor ahead then use the longshot on the circle up above to pull yourself up to the next ledge which is above the central area.

Hang off the edge and drop down to the first floor then go through the tunnel at the top of the map. Pass through the underwater tunnel and in the next room use the longshot to reach the locked door. Open the door, go through and kill the Blue Tektites that otherwise impede your progress. Next put on your iron boots and cross to the other side avoiding the boulders underwater then float up to the surface and climb out.

Enter the new door and drop down onto the platforms on the left to kill the stingers in the water with your longshot. Get onto the platform at the bottom

right of the room and use a bomb to blast a hole in the wall. Pull the block on the other side of the wall towards you until it stops then go to the bottom left corner of the room and plant another bomb to make another hole. Enter the passage that's revealed and go into the passage and push the block ahead to the far wall. Then come back into the main room and pull the block out as far as possible and finally return back into the passage and push the block the rest of the way to drop it into the water onto a switch, raising the water level.

Swim across to the large steps on the other side of the room and go out the door. In the next room walk to the edge and shoot the blue Tektites then step on the switch to the right to remove the bars on the door at the other end of the





PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out now
£49.99

BOTTLED FAIRIES

These fairies give you all your health back if you activate them using a C Button. However, the best thing about them is that if you die and you're carrying one, they automatically bring you straight back to life with full energy! This makes fairies a must-have item when you're facing a difficult task such as a boss.



room and raise three water flumes in the centre. Jump across on the flumes and exit through the door.

Walk to the edge of the corridor that you find yourself in and you see huge boulders rolling past from right to left. Look to the right and kill a gold skulltula with the longshot then put your iron boots on, wait for the boulder to go past and go right down the corridor to the end where the weight of your boots pulls you down a hole. Follow the tunnel, kill the shell blade then remove your boots, float to the surface and follow the corridor to another locked door.

Go through the door and open the large chest in the centre to get the boss key! If you want to store up some energy, break the pots at the back of the room and trap the fairies in bottles for later consumption!

ANGRY AMOEBA

Make your way back to the central area and enter the central structure. Use the longshot to get up to the ledge with the Triforce on it and play Zelda's Lullaby to raise the water level. Climb onto the floating block, jump across to the door and head out onto the ledge and then

left round the first corner. Pull yourself across to the door in the outer wall and go through into the room with a diamond switch and a water spout.

Stand on the water spout and hit the diamond switch with the hookshot in order to make the water rise and take you up to the room above. Go through the door to find yourself by the highest Triforce symbol.

Play Zelda's Lullaby to raise the water level back to the top. Jump back onto the central ledge and walk round it until you're facing the ledge at the top of the map which has a statue on it. Use the longshot on the neck of the statue to get



Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out now
£49.99



LEVEL BOSS

MORPHA

The 'water' in the centre of the room is actually the boss creature! It attacks you by sending out tendrils of its body which if they make contact pull you into the air to crush you then throw you against the walls of the room. Avoid the tendrils when they emerge and take note of the nucleus which comes up with them. The nucleus actually makes the tendrils by spinning around and this is the best time to attack! You need to lock on with Z and grab it with the longshot to pull it towards you then stab at it with your sword. When moving around the edge of the room, stay clear of the spiked walls!



across to the ledge and go through the door after smashing the pots for fairies if you need them. Avoid the blade traps in the next room by timing your run and not stopping until the top and open the boss door!

Navi warns you as you enter the room that the water isn't normal. There are spikes around all the walls and four platforms in the centre. Jump onto one of these to trigger the appearance of the Giant Aquatic Amoeba Morpha.

ZELDA'S ALIVE!

When Morpha is defeated you get another heart container and a blue warp appears down in the bottom of the area. Enter the warp to travel to the Chamber of Sages where Princess Ruto reveals that – surprise, surprise – she is the Sage of the Water and she gives you the Water Medallion and grants Link her eternal love! She also adds that Princess Zelda is definitely still alive.

Link is then transported back to Lake Hylia where Sheik is waiting for him and the lake returns to normal. Sheik tells Link that he has cured the lake and vanishes once more!

NAVI'S TIPS

After each temple it's a good idea to return to a shop and stock up on ammo before setting out on another quest.



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PAGE No.

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LEVEL
11

SHADOW TEMPLE

Wait until it becomes night and use your longshot to climb the tree next to you to find a Gold Skulltula, watch out for Guay that fly at you when you're not looking. Cross the two wooden bridges and shoot the Gold Skulltula off the house then go past it and straight ahead to get to Hyrule Field.

Call Epona and use him to jump the two gates ahead of you and then head for Kakariko Village where Navi tells you that a monster has emerged from the well.

When you get back to the village you find the whole place engulfed in flames. Sheik is standing near the well but when you approach her she tells you to get back. Something flies out of the well and she is hurled into the air by an invisible force and smashed against the

ground. As you move to help Sheik, a strange shape emerges from the well and begins to move through the village. You prepare to attack the weird creature but everything goes dark...

When Link awakens Sheik tells him that the seal on the well which Impa set to imprison the creatures of the shadow realm has been broken by the Shadow Spirit and is now loose. Sheik says that Impa has gone to the Shadow Temple to seal it up again but she can't succeed without your help. She adds that Impa is one of the six sages and you must save her. She then explains that there is an entrance to the Shadow Temple underneath the graveyard behind the village and then teaches you the Nocturne Of Shadow which will lead you to the Temple.

IT'S TIME FOR TIME

Sheik tells you that she will take care of the village and urges you to go help Impa. Although you can now get to the Shadow Temple, you can't go very far into it without Din's Fire and the Lens Of Truth. It's now time for Link to make like

Doctor Who and travel back in time to when he was just a small boy. Before you go however, return to the House Of Skulltula and talk to the newly-transformed child at the back of the room to get the Giant's Wallet which holds up to 500 rupees!

Leave the house and the village, return to the Temple Of Time in Hyrule Castle and enter to find Sheik (she gets about, doesn't she?) She tells you that to travel back in time you simply need to replace the Master Sword back in the Pedestal of Time. She then teaches you the song which warps you back to the Temple Of Time which is called the Prelude Of Light.

PRELUDE OF LIGHT

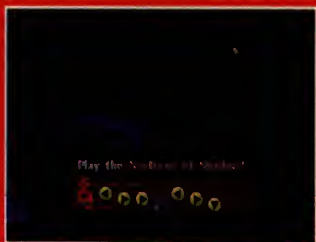
This tune is played using the combination: C Up, C Right,



C Up, C Right, C Left, C Up. Playing it at any time gives you the opportunity to warp back to the temple.

NOCTURNE OF SHADOW

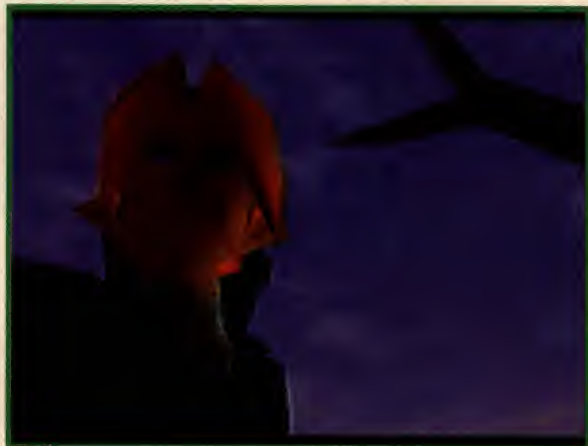
To play this haunting melody, press C Left, C Right,



C Right, A, C Left, C Right, C Down.

NAVI'S TIPS

You can't kill the monster from the well but you need to confront it.





PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out now
£49.99



ANOTHER FAIRY

Sheik tells you that as long as you hold the Master Sword and the Ocarina Of Time you hold Time in your hands. She then vanishes. Move to the Pedestal of Time and put the sword back in it to transport back seven years in time. As a child you can't use any of your adult weapons or equipment, and you can't use your hookshot either now that's it's been replaced with the longshot, but you still have the magic you gained as an adult. Once back in the past you need to go out of the temple, head back to the market and take the route at the back of the market square to get back to the gates leading to the inner part of the castle. Climb the vines and walk to the wall ahead then jump off and walk to a dead end where there is boulder.

Blow up the boulder to reveal a hole and enter the hole to come to another Great Fairy's Fountain. Stand on the Triforce Symbol in front of the fountain and play Zelda's Lullaby to summon the Great Fairy of Magic. She grants you the magic spell of Din's Fire. This allows you to produce a huge dome of fire around yourself.

BOMBCHU!

Once the fairy has vanished, leave the fountain and make your way back to the market square. Enter the door on the left of the village by the ramp to play the bombchu game.

DIN'S FIRE

Assign this to a C Button and use it to create a fireball



which engulfs everything around you and then expands like a ripple on the surface of a lake until it strikes a wall. It can be used as an attack and also to burn things - like torches for example.

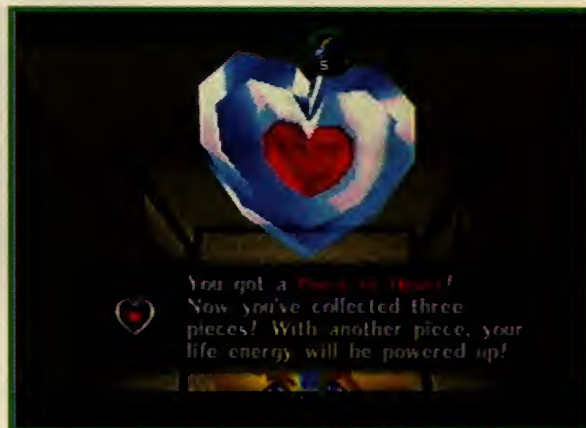


PARADOXICALLY...

When you've finished playing the bombchu game return once more to Kakariko Village. Enter the windmill and stand before the man with the music box and - in a Terminator-style time paradox - play the Song Of Storms which you learnt from him in the future. The windmill spins faster and faster as the storm drives it and the well in the middle of the village drains. Leave the windmill and go down the well. Walk forwards to get to the Bottom of the Well.

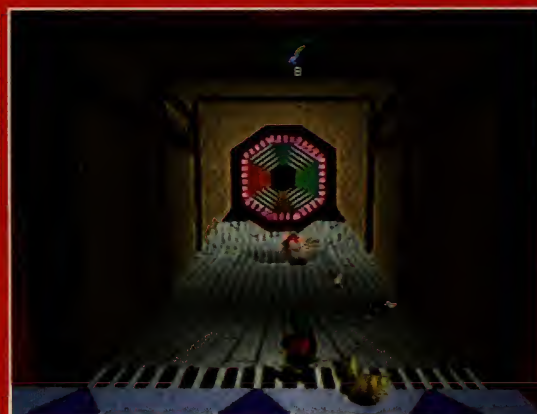
Walk to the wall ahead and crouch down to enter the tunnel. Out of the tunnel you come to a ladder. Climb down the ladder to meet a Big Skulltula. Kill it and walk to the end of the corridor. Target the skeleton by the wall and Navi informs you that the spirits are telling you to look for the Eye Of Truth. Walk straight ahead through the wall which is really just an illusion into a room which is flooded with water.

Switch to the Hylian shield which is fireproof and kill the green bubble in the new room then walk straight ahead to the lump of rock in the corner which has a gap in it. Use a bomb to open a hole in the floor and drop down to find a chest with more bombchus in it. Climb back up to the room with the water in it and go right from where you came in, following the corridor round a corner until you come to a wall with a picture on it. Turn left and walk onto a Triforce Symbol in front of a statue from which water is flowing. Play Zelda's Lullaby to stop the



BOMBCHU GAME

For 30 rupees a go you need to send bombchus down a course and into three holes. Each time you do it you win something. You can win the bombchus themselves, a piece of heart container, a bigger bomb bag, bombs and a purple rupee.





flow of water and have all the remaining water drain from the room.

Make your way back to where you entered this area and drop into the pit in front of the fake wall. Open the chest for some bombs and crawl into the tunnel. In the next room kill the Big Skulltula and climb the wall ahead of you to get to a door. Go through the door which locks behind you into a room where four tall grey stalks are sticking from the ground. Walk towards one of them and it turns out to be an arm which grabs you! This brings the Dead Hand out of the ground.

SEE THE TRUTH!

When the dead hand dies a chest appears and you get the Lens Of Truth!

Go back out the door that you came in by, kill the Big Skulltula again then go back down the tunnel. Climb up into the first room and turn right. Use the Lens of Truth to see a false wall ahead of you and go through into a new room.

In this room monsters drop from the ceiling, so keep an eye on your shadow. Go right and enter the cage with the chest and the Big Skulltula in it and open the chest to get some deku nuts. Leave the cage and go past the other cage on the left which has a huge hole in the floor into the corridor then head for the bars in front of you. Drop down to the floor below and open the chest to find a recovery heart. Climb the next wall and go through the next door to find some coffins.

Kill the Gibdo by striking him from behind with your sword (if you play the Sun Song he freezes, making him a sitting target!) then light the torches



using deku sticks or Din's Fire to open the coffins and release keese and more gibdos. Kill all the monsters in the room then check out the coffins for a small key and some recovery hearts and leave the room the way you came in. In the next room make your way across to the corridor you came in by. Turn left down the corridor, kill the Big Skulltula and turn left again – using the Lens of Truth to avoid the hole in the floor – and put a bomb on the rock with the gap in it to reveal a chest with more deku nuts in it.

Drop down the hole you just avoided into a room with bomb flowers and some grassy plants. Follow the tunnel and blow up some rocks to get into a wider area where a readead is lurking. Kill the readead and go left to find a tunnel with loads of pots containing deku nuts, deku sticks, recovery hearts and magic power. Come back into the larger cave and go left again past the next tunnel on the left to the second tunnel where you find another readead and a chest. Kill the readead and open the chest to find the dungeon map.

Go back to the main room and collect the ice rupees, then climb the ladder between the blue torches and climb a second big ladder to a barred door which opens when you collect the last rupee. Go through the door, turn left and switch on the Lens Of Truth then go left at the junction and then right to enter a cage

with a hole in it and a large chest. Open the chest to get a compass.

Go out of the cage the same way you came in and go left then turn the corner and follow the corridor ahead to find a hidden room on the left hand side with a chest in it. Open the chest for a small key, come out of the room, turn left again, follow the corridor to the next corner and turn it to find another hidden room on the left with a chest in it. Open the chest to get another small key. Leave the room and go left again, follow the corridor then go left opposite the like like in a cage on the right. Turn immediately right and open the locked door. In the new room kill the keese then use the lens of truth to find a

DEAD HAND

This creature has a long neck and is only vulnerable to

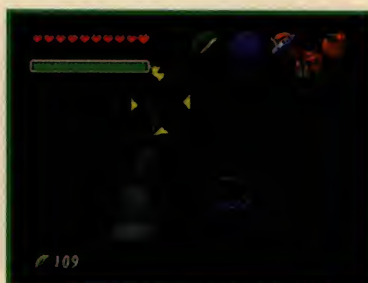


sword strikes to the head. You need to let one of its hands grab you to bring it to the surface then let it get close and slash it with your sword when it bends down to bite you. Every so often it dives back under the ground and you need to let one of the stalks/arms grab you again to bring it back up.



Don't leave the lens of truth on constantly as it uses up magic power.

Without this magic you can't get far in the next temple. It allows you to set fire to things.





PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out now
£49.99



narrow ledge. Follow the ledge around the side of the pit to find a Gold Skulltula on the wall. Get the token with the boomerang and leave the room the way you came in.

Go right avoiding the hole in the centre of the room and open the next locked door on the right to enter a room with a deku baba in it and pots which fly at you! Kill the deku baba and the Gold Skulltula on the wall then exit the room and make your way to the top right of the map and go through the small tunnel to find another locked door. Open the door and go through to find a room with keese and a beamos in it. Kill the keese and bomb the beamos but watch out for the three holes in the floor of the room!

Open the chest in the corner to get a blue rupee then exit through the next door to find a like like and a Gold Skulltula. Kill the like like and check out the chest for a blue rupee. Next, play the Prelude of Light to warp back the

Temple of Time and pick up the sword to travel to the future and get all big again.

Once you're safely back to the future play the Nocturne of Shadow to warp to the rear of the graveyard behind Kakariko Village. Turn around and take the tunnel down to a chamber with loads of torches in it. Stand on the block in the centre and use Din's Fire to light all the torches at once, moving the stone door ahead of you and allowing you to enter the Shadow Temple.

Follow the corridor to the end, turn to the right and use the longshot to pull yourself across the gap. Use the Lens of Truth to see that the wall in front of you is false and walk through it into a large chamber with skulls on sticks, a bird statue in the centre which can rotate and a huge chasm in front of you with a door on the other side of it set into another statue.

Use the Lens of Truth find the real skull on a stick (the others all vanish) and push the statue round until it faces



the genuine skull. This opens the door in the mouth of the statue on the other side of the chasm.

On the wall to the left of where you came in the Lens of Truth reveals another tunnel. Go down it and open the door at the end to get into another dark passage which appears to be blocked but isn't. Walk through the fake wall ahead into a dark chamber and turn right. Go round the corner and use the lens of truth to find a hidden passage on the right hand wall which leads to a grey door.

Go through the door which locks behind you to find a redead, two keese and two pots. Kill the redead and the keese to make a chest appear and the door unlock. Open the chest to find the dungeon map and collect some recovery hearts from the clay pots.

Go back out the way you came in, go back to the dark chamber and turn right, go round another corner and use the lens of truth to find another hidden corridor between two clay pots. You come into another dark chamber just like the previous one. Turn left and walk round smashing pots for rupees then

The lens of truth allows you to see through fake walls and spot invisible holes in the floor.



ELF ADVICE

The lens of truth can even be used to find Gold Skulltulas, because some of them are invisible!

LENS OF TRUTH

Assign this to a C Button and press the button to 'see the truth'.



This uses magic power though, so press C to stop using it when you don't need it.



NAVI'S TIPS

Remember that when you leave an area and re-enter, all the monsters and pots reappear.



65



Collect all the ice rupees to make the door at the top of the ladder open, but watch for redead!



ELF ADVICE

If you come up against a beamos on a pillar, the best way to take them out is to use a bombchu.



NAVI'S TIPS

If you play the Sun Song to freeze the redead, it makes it extremely easy to get behind and kill them.

use the lens of truth to find the hidden passage in the far corner. Go down the passage and through the door which locks behind you to find another dead hand, this time one with six arms! Kill it as before to make the door unlock and a chest appear. Open the chest to get the hover boots!

LOT LESS BOVER...

Head back the way you came to the room with the statue of a bird and the skulls on sticks in it and put the hover boots on. Run straight at the door across the chasm and the boots let you pass across. Go through the door in the statue and down a long flight of stairs to a room with a beamos in the centre. Take out the beamos from a safe distance using a bombchu and enter a circular room. Using the lens of truth, you can see that there are two hidden passages to left and right. Go left to a door and through into a room with two

grim reaper statues in the centre, spinning around with their scythes out!

Make your way around the room; ducking the scythes when necessary using the R button and collect all the ice rupees. One of them is high up on a box and you'll need to use the longshot to get to it. The door on the right opens when you collect the last rupee and inside the room is a chest with a small key in it. Take the key and exit the room. Return to the room with the scythes in and go back to the room which had the beamos in the centre. Take the other hidden passage to a door through which two gibdos are lurking. Freeze them with the Sun Song and kill them to make a chest appear between the two torches. Open the chest to find the compass.

Return to the room with the beamos in it and go to the wall on the right. Plant a bomb against this wall to reveal a locked door. Unlock the door and go through to reveal a slope leading downwards. Follow the corridor down, killing the Big Skulltulas that bar your way, until you come to a ledge just past which is a guillotine. Drop off the edge of the platform and pass the guillotine when it rises, kill the Big Skulltula that drops down from above and pass the second guillotine then follow the corridor to a wide open area with more guillotines and shadowy monsters that drop from the ceiling.



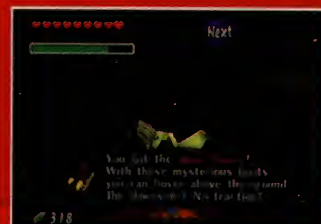
Jump across the gaps, timing your run so that you jump just as the guillotine blade rises each time. Watch out for the red bubble which attacks you when you land on one of the platforms. When you leap to the final platform a stalvos appears so raise your shield to deflect its first attack then target it with Z and chop it up!

Once you've taken care of the Stalfos, use the lens of truth to look around and reveal an invisible block to the left. Jump onto this block and from there across to the block in the corner then make your way to the door on the right of the room, just left of the door that you used to enter this area.

Go through the door and follow the corridor to what appears to be an empty room with a like like on the far side. Use the lens of truth however and you find that there are two invisible grim reaper statues spinning around in the centre. Make your way round the edge of the room killing the keese that drop from the ceiling as you go and kill the like like from a distance with your bow. When you've killed all the keese in the room the door ahead opens. Go through the new door into a room with a Gold

HOVER BOOTS

These allow you to hover above the ground, although



you have no traction when you're wearing them, much like walking on ice. You can also use them to walk for short distances over chasms and gaps where there is no ground!

**PLAYERS**
One**CART SIZE**
256Mb**MEMORY**
No**PUBLISHER:**
DEVELOPER:Nintendo
Nintendo**GAME TYPE:**
ORIGIN:RPG
Japan**RELEASED:**
PRICE:Out now
£49.99

This beamos is an easy target. Use a bomchu and you can hit it without entering the room!

Skulltula and a small chest in it. Kill the Skulltula and open the chest to get a blue rupee then use the lens of truth to reveal a hidden chest containing some arrows.

Make your way back to the room with the guillotines and jump across via the invisible platforms to meet another stalfos. Put your hover boots on if you don't already have them, and walk across onto the moving platform suspended by chains when it's at its lowest point. Wait till it gets to its highest point and leap to the platform on the other side which has blade traps spinning round a beamos in the centre. Kill the beamos and collect the five ice rupees to raise the bars on the doorway ahead then go through.

Follow the new corridor to a room where two spiked blocks repeatedly crash to the floor. Use the lens of truth to locate a moveable block in the wall on the right. Pull it out from the wall then push it under the spiked blocks so that it is under both of them and stops them both from hitting the ground. Go right into a small alcove and break the pots for some recovery hearts and bombs then squeeze past the moveable block and enter the cage on the left to find and kill a Gold Skulltula. Leave that cage and enter the one on the right to get some arrows from a chest then pull the block the rest of the way to the end of the room. Climb onto the block and from there jump onto the roof to the left then use the top of the spiked block to reach the platform on the right and open the chest for a blue rupee. Stand on the switch to make a small chest appear on the platform on the top right

of the map. Use the longshot to pull yourself to the chest and open it to get a small key.

Drop off the ledge and go back up the corridor then make your way back to the platform in the guillotine room with the beamos and the blade traps on it. Take the narrow platform ahead onto another platform with a guillotine to the left. Jump past the guillotine when it rises to get onto an invisible block then use the eye to spot the invisible moving platform on the chain ahead and jump onto it. Put the hover boots on and walk across to the locked door in the wall that the moving platform brings you level with.

Open the door and go through to a room with ice rupees hanging in the air, invisible spikes in three spots on the floor, and two redead at either side of the room. Play the Sun Song, kill the two redead to make a chest appear and open the chest to get a blue rupee then collect all the ice rupees. Some of the ice rupees hang in the air and to get them you need to stand so that they're between you and a white circle on the wall or ceiling and fire the longshot at the circle to pull yourself through them. Some of the white circles can only be seen with the lens of truth.

Once you've got all the rupees, go through the unbarred door on the left. The door locks behind you and you find yourself in a large room with stairs on either side and a large skull with flames coming out of it directly in front of you. Climb the stairs, killing all the keese to unlock the door then throw a bomb from the bomb flower into the top of the skull to destroy it and reveal a small key. Collect the key and kill the gold skulltula

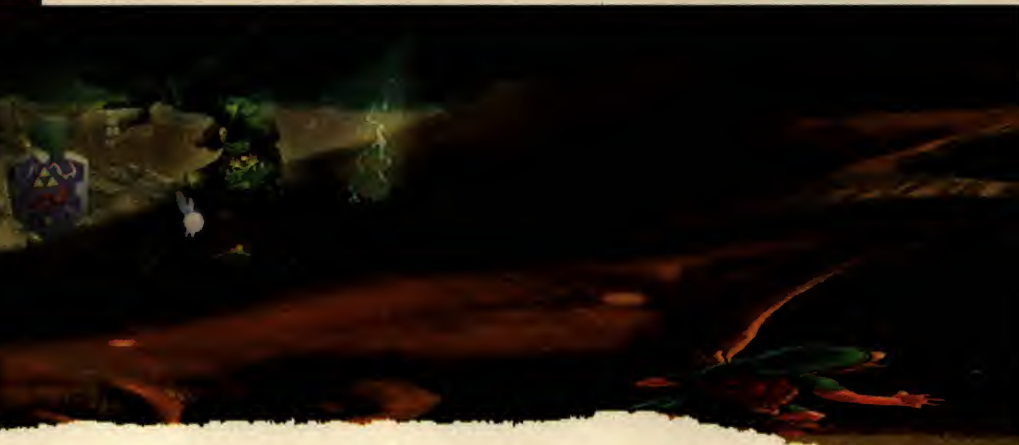


These huge Grim Reaper statues whirl their huge scythes around the room. Duck under the swings or you'll lose your head!



ELF ADVICE

In addition to walls and monsters there are other invisible hazards on this level. Use the lens of truth regularly.



ELF ADVICE

Avoid the guillotines at all costs, as they take off loads of energy. Watch how long they take to rise and fall to time your jumps.

that was behind the skull. Go back into the room with the invisible spikes and use the lens of truth to spot the white circle above the platform with the locked door on it. Pull yourself up with the longshot, unlock the door and go through into a corridor. At the bend in the corridor you see two blade traps and a fan on the wall at the far end. Run down the corridor when the fans slows and turn the corner to be confronted by a Big Skulltula. Defeat him to face another fan. Go past this one, round another corner to find a third fan. Use the longshot on the wooden log above the fan when it slows to pull yourself across the gap and drop into the passage below.

In the next room time your run across the platform so that you go past each fan as it slows to a halt. Use your shield to deflect the fireballs which drop from the eye on the wall ahead and pass

through the door to find a room with two redead where the spirits are saying let the sacred feet guide you.

Play the Sun Song to freeze the redead and make a fairy appear that recharges your health and energy. Beat the redead to open the door you came in by and put your hover boots on. Go out and use the lens of truth to spot a hidden tunnel in the wall to the right opposite the fan. Let the fan blow you across to the tunnel to find another door.

Enter the door at the end to find two gibdos, two blade traps on the floor and a locked door on the far side of the room. Kill the gibdos to unbar the door you came in by and make a chest appear. Open the chest to find a blue rupee then use a bomb on the rock with the gap in it in the bottom right corner of the room and the lens of truth to reveal a hidden chest beneath the rock containing a small key.

Unlock the locked door with the key and go through it. In the new room pull the block on the left out onto the track in the floor then pull and push it down the track onto the picture on the floor below the ladder. Climb onto the block and up the ladder. Leap across to the left to land on the boat and look up to the top left corner of the room to find and kill a Gold Skulltula with the longshot.

Stand on the Triforce symbol on the boat and play Zelda's Lullaby to make the boat bob about and float towards the left of the map. As the boat sets out two

Stalfos attack you. Battle them but be quick because when the boat reaches the other end Navi tells you that it's about to sink and you need to get off immediately. If you haven't yet killed the Stalfos just break off the fight and jump off the left side of the boat. Do it fast, because after a brief pause the boat drops incredibly quickly, by which time it's too late.

Smash some pots for arrows and turn right to get to a door. Go through the door into a room which appears to have just stone pillars in it but which the lens of truth reveals as being filled with invisible walls. Two huge claws – the Floormasters – are roaming around the room. Go right following the wall and then turn left and go down the corridor on the left where the floormasters should attack. Kill them and make your way right to the door at the bottom of the map. Enter the door which locks behind you to find – or rather not find – an invisible floormaster. Use the lens of truth to see the floormaster and kill it to unlock the door and make a chest appear. Open the chest for a small key and leave the room.

Go left, right and left to get to the door on the left side of the room and enter. There are three large skulls with flames coming from the top of them spinning in front of you. As you did with the last skull of this type, climb the stairs and throw bombs from the bomb flower into the top of the skulls to



The guillotine is pretty nasty. Time your run so that you go under it as it starts to rise.



**PLAYERS**

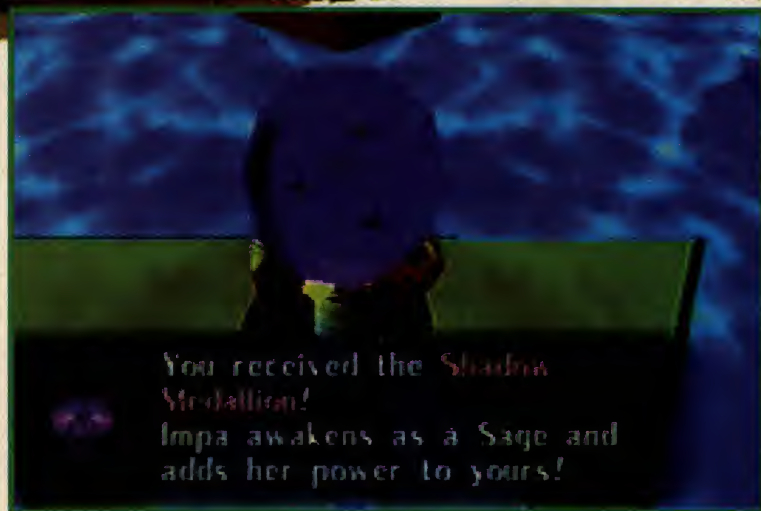
One

**CART SIZE**

256Mb

**MEMORY**

No

PUBLISHER:
DEVELOPER:Nintendo
Nintendo**GAME TYPE:**
ORIGIN:RPG
Japan**RELEASED:**
PRICE:Out now
£49.99**69****Beat the rather ridiculously Bongo Bongo and the Shadow Medallion is yours!**

destroy them for loads of rupees. Drop down to where the skulls were and kill the Gold Skulltula on the wall then leave the room.

Back in the room with the invisible walls go left, left and right to get to the door at the top of the map. As you enter the room two spiked walls begin to close in on either side. Fortunately they're made of wood so cast Din's Fire to burn them up! Play the Sun Song to freeze the redeal on both sides of the room, kill them then open the small chest on the left for a blue rupee and the huge ornamental chest for the boss key! Leave the room and make your way back through the room with the invisible walls to get to the door you originally came in by (straight ahead, left, left and right) and return to the dock where you jumped off the boat.

Walk forwards to the end of the dock and face right. On the other bank you can see a cluster of bomb flowers growing at the base of a grey column. Shoot one of the flowers to make the column topple, forming a bridge.

Cross the column – which turns out to have a bird statue on top of it – go right and then left into a short passage

with a locked door at the end. Unlock the door and go through into a room with the boss door ahead of you across a huge chasm. Use the lens of truth to reveal a lot of small platforms in the chasm. Jump forwards to the central platform directly ahead then put the hover boots on and run at the narrow platform on the right. Walk to the end of the platform and use the boots to cross the last gap to the boss door. Unlock the door and go through. You come to a hole in the centre of a circular room. Drop down to land on a circular platform and confront the Phantom Shadow Beast Bongo Bongo!

BASH THE BONGOS

Once you've vanquished Bongo Bongo, collect the heart container that he generously leaves behind and walk into the blue warp to travel to the Chamber of Sages. It comes as no surprise – because Sheik has already told you – that Impa is the Sage of the Shadow Temple. Impa tells you how she rescued Zelda seven years ago says that you will meet the Princess again soon. Impa gives you the Shadow Medallion which adds her power to yours and asks you to look out for the Princess.



LEVEL BOSS

Without the lens of truth activated, Bongo Bongo manifests himself as a pair of huge hands. These hands thump on the platform you're standing on which is actually a huge bongo drum! Bongo Bongo's hands fly at you and either smack you or grab you and crush you before throwing you off the edge of the drum. If you end up in the water which surrounds the drum then quickly climb up back on. To beat Bongo Bongo (beat him – get it? Oh never mind!) you need to shoot both his hands with arrows or the longshot to turn them blue then use the eye of truth to spot Bongo Bongo's big red eye in the centre of his body. Shoot the eye and then rush in and hammer him with your sword. Repeat these actions until Bongo Bongo gives up the music business forever!



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ELF ADVICE

Hit the thieves with arrows in order to knock them out, then pass by.

You find yourself at the back of the graveyard behind Kakariko Village. Jump down into the graveyard, walk back to the village and enter the house of skulltula then go to the back left corner to find another transformed child who gives you more bombchus.

Leave the house and climb up the tower in the middle of the village then turn left and look down on the roof where a man is sitting, and fire your longshot at the roof to pull yourself down onto it. Talk to him to get a piece of heart container. Leave the village, call Epona and ride over the bridge and right

past Hyrule Castle then follow the cliff until you get to the river on the top left of the map.

Dismount, swim across the river and use your hammer on the boulder you find there to reveal a hole. Drop down the hole to find a Fairy Fountain which replenishes your health and collect some fairies in empty bottles for later.

Cross back, remount Epona and continue to the right up a steep hill and down the other side to a path leading to the right. Go right up a brown hill, dismount by a tree and look for the boulder in the circle of small rocks. Destroy the boulder and rocks with your hammer for rupees and to reveal a small hole. Drop down the hole and use Din's Fire to burn the webs blocking three alcoves. Check in all the alcoves and you should find a cow who will supply you with milk if you need it and also a Gold Skulltula.

Leave the hole and remount Epona then follow the brown path right from the tree to get to Gerudo Valley. Walk Epona across a narrow plank to come to a broken bridge. Charge Epona straight at the bridge to leap across to the other side where a Master Craftsman tells you Gerudo thieves broke the bridge and he wants to fix it but all of his workers have left for Gerudo's Fortress to become thieves. He asks you to find out what his workers are doing if you're going to the fortress. Smash some rocks on the left to find a chest with a purple rupee in it

and look under the arch of rock to find and kill a Gold Skulltula. Remount Epona and continue up the path to get to Gerudo's Fortress. Right up towards the fortress where a guard spots you and you are thrown in a cell!

Look around your cell to find a window and aim your longshot at the wooden shutter to pull yourself up to the ledge. Shoot the first guard down below and drop down from the window. Go left through the first door into the Thieves Hideout.

Follow the corridor and you find a carpenter in a cell on the left. Talk to him and he tells you that all the carpenters are imprisoned in the fortress and says that if you can get them out they'll repay you the favour. He warns you about the Gerudo guards and as if by magic a Gerudo Thief appears and attacks you!

FACE THE FEMALES

When you've vanquished the thief she leaves behind a small key. Use this to open the cell and free Ichiro the carpenter who explains that the Gerudo are all females and so imprisoned the carpenters because they were men! Whatever happened to sexual equality? He also says that there are three other carpenters in the fortress.

Leave the cage and take the door on the left to find yourself outside again. Take the next door on the left to enter another part of the thieves hideout and

GERUDO THIEF

These girls are tough! You need to take out the thief



without getting hit by her spinning attack. If she does hit you with this you are knocked out and returned to your cell where have to start out all over again. Don't let your guard down!



**PLAYERS**
One**CART SIZE**
256Mb**MEMORY**
No**PUBLISHER:**
DEVELOPER:Nintendo
Nintendo**GAME TYPE:**
ORIGIN:RPG
Japan**RELEASED:**
PRICE:Out now
£49.99**71**

do it quickly as there are thieves patrolling round outside.

As you turn the corner there is a guard at the end of the corridor. Keep behind the crates until she moves off down the passage (you can just see her hair and her spear sticking up from behind the crates ahead) then quickly move down the passage, duck through the doorway on the right and go up a small ramp to get back outside one level up. Turn left and look cautiously round the corner to where a guard is moving backwards and forwards. Wait till she has her back turned towards you then race towards her and turn left into the doorway.

Follow the corridor up a ramp into a room with two cells. The first is open and has jars in it with rupees in them and the second holds the next carpenter. He calls to you as you approach so talk to him and when he mentions guards another Garudo thief appears and attacks. Kill her to get the cell key and enter to release Jiro the



carpenter, then leave the cage, turn right and go up another ramp to get out onto the next level up.

Take the door on the right and to get past the guards in the room below use your longshot on the farthest roof beam to pull yourself across to the other door. Go up the ramp on the far side to come out on to the roof again. Turn right, drop off the ledge and go through the door in front of you into a corridor with a crate to the right. Duck behind the crate and wait till a guard comes past from the right and stops. Run into the corridor behind her and go right then left down the next corridor.

If you want to make things a little easier and you have arrows then shoot the guard with an arrow to take her out of commission and go down the corridor at your leisure. At the end of the new corridor you find the next caged carpenter. Again, when he mentions a guard a Garudo thief appears – why do they keep doing that? Defeat the thief to get a small key and open the cell to



release Sabooro the third carpenter. He asks you to free the last man and leaves. Exit the cell then go back the way you came to get out onto the roof. Turn right and drop down then go right through the next door. Follow the corridor down two slopes to find the final caged carpenter on the left at the bottom. Talk to him and he says the same thing all the others said – cue the Garudo thief! Triumph over the thief for the key to the last cell and release Shiro the final carpenter.

The Carpenter tells you that he heard the guards say that in order to cross the Haunted Wasteland you need to have the "Eye of Truth." He adds that the Colossus is on the far side of the wasteland and says to drop by the tent near the bridge in Garudo Valley where you might find something helpful.

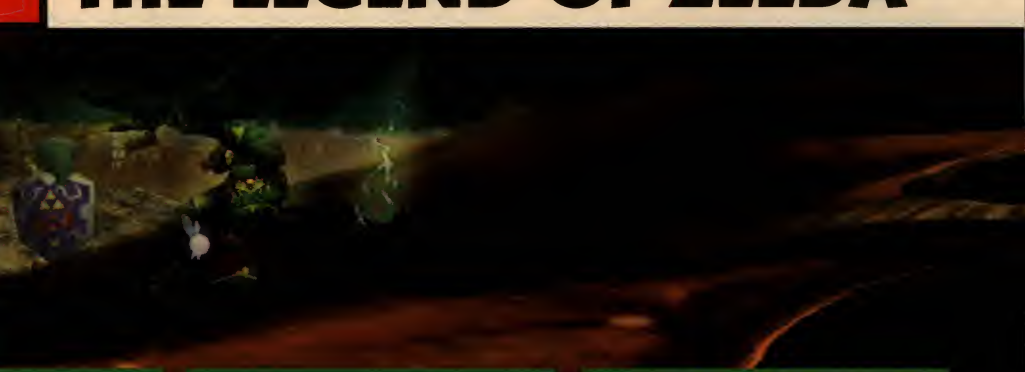
When the carpenter leaves, a Garudo Thief appears and says she was impressed with your thieving skills and she no longer thinks that all men

Take care whenever you go outside the fortress – there are guards everywhere!



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You can dodge past this guard but it's easier to knock her out with an arrow.

besides Ganondorf are useless! She tells you that Nabooru the leader of the Gerudo and second in command to Ganondorf put her in charge of the fortress and that the headquarters are in the Spirit Temple at the end of the desert. She tells you that you're one of them from now on and gives you a Gerudo's Membership

Card which grants you access to all areas of the fortress including the Gerudo's training ground in the hideout.



When you've got the Gerudo membership card you can roam the fortress at will. Explore the place to find useful objects which may aid you on your quest.

REQUIEM OF SPIRIT

To play this tune, use the combination A, C Down, A, C Right, C Down, A.



Leave the cage and go left up the slope to come out in front of the fortress. If you want to find another piece of heart container then climb to the top of the fortress and open the chest on the roof to find it. Otherwise turn right and walk past the fortress down a hill to a gate.

Climb the tower and talk to the thief in white and she opens the gate and tells you about the two trials you must pass in order to cross the desert. The first is the River of Sand, a shifting river which you can't walk across without sinking. The second trial is the Phantom Guide. The thief says that those without eyes that can see the truth end up returning to the gate.

Go down the ladder and through the gate. Walk to the two flags which mark the beginning of the haunted wasteland. There is a crate just ahead of you past which is the River of Sand. To get across to the other side without sinking equip your hover boots and walk across to the next two flags then follow the line of single flags beyond to get to the two flags marks which mark the start of the Phantom Guide trial. Walk to the stone structure ahead and take the ramp to the top where an inscription tells you about



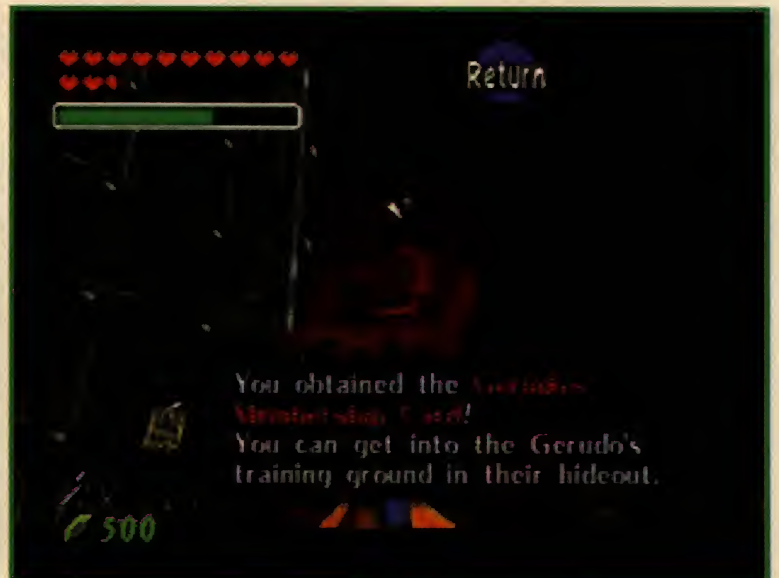
your spirit guide. Use the lens of truth to reveal a helpful poe ghost and follow it on a winding journey across the sands, avoiding the leever that come at you until you arrive at the next pair of flags which mark the end of this trial.

Head towards the Desert Colossus which is the mountain of rock ahead of you and go through the door into the Spirit Temple. You can't go anywhere inside just yet as all the ways are blocked or too small to accommodate you, so go back out and meet Sheik.

She tells you in a roundabout way to return to the Temple of Time and travel back to the past again. She then teaches you the Requiem of Spirit which she says "will lead a child back to the desert."

FIND THE FAIRIES!

When Sheik vanishes, head to the right and make your way to the bottom of the map where a dried up oasis (the waterhole, not the band) lies. Stand on the rock where leever can't get at you and play the Song of Storms to refill the oasis and bring a load of fairies to the new pool. You can catch these fairies in your empty bottles if you need them. Head towards the top of the map from





PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

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Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

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NARYU'S LOVE

Equip this spell to a C Button then press that button to



create a protective magical barrier. It will only last for a limited time though and the fairy tells you to use it carefully.



here and look for the two palm trees either side of a crack in the rock. Blow the crack open with a bomb and go in to find another Great Fairy's Fountain. Play Zelda's Lullaby on the Triforce symbol to make the Great Fairy of Magic appear. She gives you a new spell called Naryu's Love.

BE CHILDISH

When the fairy has gone play the Prelude of Light to return to the Temple of Time. Enter the inner chamber and put the sword back in the pedestal to become young again! Equip your Hylian shield then play the Requiem of Spirit to warp to the Desert Colossus and enter the doorway to the Spirit Temple. As you enter the temple use your shield to deflect the flying jars, then go up the steps in front of you, dodge past the armos and go left to find a Gerudo Thief blocking your progress.

Talk to her and answer "Nothing really" when she asks you what you are doing and she then asks you to do her a favour. Answer "No" when she asks if you're one of Ganondorf's followers and she introduces herself as Nabooru of the Gerudo. She says that she's completely different from Ganondorf who is evil. Apparently only one Gerudo man is born every hundred years and the Gerudo laws say that he must be the King of the Gerudo. She asks you to go into the temple and get the Silver Gauntlets. She warns you that they won't fit a child though so they won't be any good to you – little does she know! She adds that Ganondorf is using the Spirit Temple as a hideout and only with the gauntlets can she sneak deep into

the temple. Agree to do her this favour and she lets you enter the temple. Enter the tunnel, avoid the blade traps and kill the keese that attack you, then blow up the armos to open two doors.

Go through the left door and defeat the Stalfos that attacks you then kill the green bubble. To lower the bridge which is on the other side of the room use the boomerang to hit the diamond switch in the same way you hit the switch in Jabu Jabu's belly. Cross over, keeping an eye out for flying pots and open the chest ahead for a blue rupee.

Go through the next door which locks behind you into a room with an Anubis which hurls fireballs at you but which is vulnerable to fire itself. Use Din's Fire to kill the Anubis, then go through the next door and defeat the keese, watching out for the monsters on the ceiling.

Collect all the ice rupees to bring down the fence which blocks your progress to next part of the room, vanquish yet more keese and cross over to the other side of the room. Attack a Gold Skulltula on the wall and collect the token with the boomerang, then light both torches with Din's Fire and a chest appears on the first side of the room.

Open the chest for a small key then exit through the door by the two torches, go right and crawl through the tunnel to find a locked door. Unlock the door and go through to find a wall with two



skulltulas on it. Kill the Skulltulas then climb the wall and at the top turn and kill the Gold Skulltula on the opposite wall, grabbing the token with the boomerang. When you walk past the sun symbol set into the floor two lizalfos attack you. Kill them then shoot the diamond switch to make a chest appear containing a blue rupee.

Next send a bombchu along the floor and up the wall where there is a slight gap to make a hole allowing sunlight into the room and onto the sun symbol, thus opening the door.

Go through the door into a room with a drop to the left and stairs in front of you. There is also large statue in the centre of the room. Drop off to the left and walk to the platform in front of the statue. Use Din's Fire to light the torches and make a chest appear inside of which is the dungeon map. Walk back to where you dropped down and climb the wall to where you came in. Push the statue off the drop to land on a switch, opening a door at the top of the stairs.

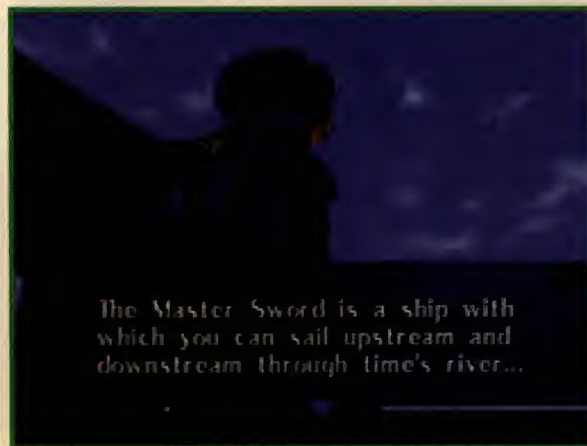
Climb the stairs and go through the door on the left at the top onto some steps leading to another door. Pass

To cross the Haunted Wasteland you need to find your Spirit guide. Use the lens of truth to see him.



ELF ADVICE

Conversations are important. They grant you access to many of the secrets.



The Master Sword is a ship with which you can sail upstream and downstream through time's river...

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ELF ADVICE

Make good
use of Din's
Fire – it's a
very useful
spell indeed!

through this door and it locks behind you. Blow up the two beamos on the platforms with bombchus, then collect all the ice rupees to light the torch by the door you came in. Next use a deku stick to light the three other torches in the room to make a chest drop onto one of the ledges in the room containing a small key. Finally pull and push the four blocks until the one with the sun symbol on it is underneath the ray of sun through the round window and the next door opens.

Go through the door and up some stairs to find a locked door. At the top of the stairs turn around to find and kill a Gold Skulltula above the door you just came through then turn and enter the locked door. Go forwards and left to find a peculiar statue in front of a stone pillar

called an Iron Knuckle. Attack it to awaken it.

RAP THE KNUCKLE

When the iron knuckle finally succumbs to your assault the door behind the pillar it started from opens. Go through the door to meet the owl. The owl tells you that the future of all of Hyrule is on your shoulders and tells you that when you meet the two witches in the temple you need to turn their own magic power against them. Open the chest to get the Silver Gauntlets.

NABOORU'S EXIT

Returning to Nabooru, you spot her being sucked into the sand by the two witches! She tells you to leave and then she vanishes. Drop down from the temple and plant a magic bean in the soft soil by the door then play the Prelude of Light to return to the Temple of Time and draw the Master Sword to go back to the future!

With Link big again, play the Requiem of Spirit to warp to the Desert Colossus. You are now wearing the Silver Gauntlets! Stand on the plant that has grown to the right of the doorway leading to the temple and jump off when it passes over the stone arch to get a piece of heart container. Drop down and enter the temple.

Climb the stairs and walk to the right then push the giant block until it drops down, allowing you to pass. Defeat the beamos in the next room then shoot the diamond switch on the ceiling to unlock two doors. Take the right door and collect the ice rupees whilst avoiding the boulders which are rolling from side to side. You need to use the hover boots to collect the rupee which is hanging in the air. When you've got all the rupees the far door opens but before you leave stand in front of the grey block with the

time symbol on it and play the Song of Time to move the block and uncover a Gold Skulltula.

In the next room a like like attacks so chop it up before it can steal anything to make a chest appear containing a small key. Go back the way you came to the room with the beamos in it. Kill the beamos again and take the door ahead of you.

In the next room kill the wolfos then stand on the Triforce symbol and play Zelda's Lullaby to make a chest appear on a small platform opposite the symbol. Use the longshot on the chest to reach it and open it up for a compass.

Go back to the beamos room and through the locked door. Defeat the like like which appears from the roof and watch for the flying pots as you carry on to the end of the corridor. Climb the wall on the right at the end to get to a room with a mirror in it which is reflecting the sun. Use the lens of truth to spot an invisible floormaster and deal with it then walk to the mirror and push it round clockwise so the sunlight strikes the first three sun symbols. As

IRON KNUCKLE

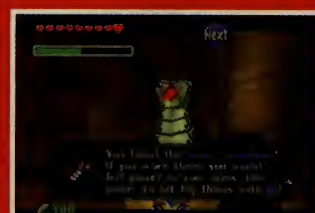
This nasty creature has a powerful axe which you can't block. Keep clear of it and try



to use your superior speed to get behind it then strike it from the rear to defeat it. If it strikes one of the brick columns in the room with its axe the column shatters spewing out recovery hearts so grab them before they completely vanish.

SILVER GAUNTLETS

Wearing these gives you the power to lift and pull big things by pressing A, but they won't fit you as a child.





PLAYERS
One



CART SIZE
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75



the sun hits each symbol something happens. The first symbol drops a chest with a recovery heart from the ceiling, the second drops another chest which is really a freezing trap – so don't open it. The third opens the door and the fourth drops a floormaster down on you from the ceiling, so don't move the light past the third symbol!

Go through the newly-opened door to come to the other side of the room you found as a child – the one with the huge statue in it. Climb to the top of the stairs and equip your hover boots. Use these to float across to the left hand of the statue and play Zelda's Lullaby to make a chest appear on the right hand. Use the longshot to pull yourself over to the chest and open it to get a small key.

Turn to face away from the statue and run with your boots still on to drop onto the staircase on the right of the statue. Climb to the top and use the longshot to take out the Gold Skulltula in the top left corner of the map and

retrieve the token. Walk back down the first flight of stairs and use the longshot in order to catch the torch on the staircase opposite and pull yourself over. Turn left and use the longshot to pull yourself to a ledge on the top right of the room where there is a chest and a switch.

Open the chest for a blue rupee and smack the rusted switch with the hammer to open the door in front of the base of the statue which provides a quick way back to the temple entrance if you needed to go get more energy or anything.

Use the longshot to grab the torch you were next to a second ago and pull yourself back to the ledge. Use the small key to open the locked door. In the new room kill the beamos with a bombchu and go up the spiral stairs and through the door ahead. In the new room you find a beamos and three anubis. Blow up the beamos and use Din's Fire to take care of the anubis and make the door on the

bottom right of the room opposite the locked door unbar.

Go through the door to find a blade trap, four armos, two locked doors, a switch in the centre of the floor and a sun symbol on the wall. The switch needs to be weighed down to open the door on the right of the room so you need to get an armos to stand on it. The best thing to do is to stand by the door and use the longshot to annoy the armos at the far corner of the formation so that he bounces towards you and lands on the switch, at which point you need to race through the door.

When you manage to get through the door – which is no easy matter – you are confronted by some stairs. Climb the stairs and use the lens of truth to find two chests containing recovery hearts then go through the door at the top to meet another iron knuckle.

Wake the knuckle, fight him and kill him as before then take the door he was standing in front of to get to a chest containing the Mirror Shield.

Return to the room which had the four armos in it. Walk over to where light is coming in through a circular window and use the mirror shield to

Keep an eye out for cracks, gaps and weaknesses in the walls. Use bombs to blast holes here.



NAVI'S TIPS

Often you find a gap which is just too wide to jump across. On these occasions put on the hover boots for some extra distance.





ELF ADVICE

If something doesn't respond to a bomb, try a hammer!

When you manage to defeat the iron knuckles they dissolve in a flash of blue fire.



reflect the light onto the sun symbol on the wall and open the barred door.

Go through the door to find a chest containing another small key. Go back into the armos room and then right into the room which had the beamos and anubis in it and open the locked door.

In the next room, kill the two beamos before they spot you using bombchus or bombs and then face the wall between them and kill the skulltula on

MIRROR SHIELD

Equip this instead of your normal shield and you can then use it to reflect light



from the sun or repel energy from hostile monsters by pressing the R button.

one of the sections. Three sections of the wall are stationary and four are moving from side to side disappearing behind the spikes. You can only move to a new section of wall during the pause between movement because you get hurled off the wall if a section moves whilst you're half on and half off it.

Make your way to the top and kill the beamos flanking the door, then go into the next room where you'll find a Triforce symbol in front of a door.

Stand on it and play Zelda's Lullaby to open the door and go



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through it. Kill the four torch slugs in the room then check out the doors. They are all false falling doors, so blow them up to reveal an eye set into the wall.

Shoot the eye to make another block appear in the room above you and use the longshot on the white circle in the ceiling to get onto it. Jump across to the block nearest the wall, stand on the switch there to stop the flames temporarily then drop down and open the big chest for a boss key.

Leave the room, turn right and go up the stairs and through the next door into a room with a big angled mirror on the left wall, keeping an eye out for flying pots. Turn left to find a diamond switch behind some bars.

Swipe at it with your sword to open the door ahead of you and go through it before it closes. In the new room a lizalfos attacks you. Kill the lizalfos then use your shield to reflect light onto the sun symbol which was on the wall to the left as you entered. This reveals a chest with some bombs in it.

Beat the white bubbles in the next room then blow up the wall on the left of the mirror that sounds different if you strike it with your sword. Go through the hole to meet another lizalfos then move the mirror in the first room around until it shines through the hole onto the mirror you just uncovered.

Go through the hole and position the other mirror so that it shines through the grate into the room with the bigger mirror on the wall. Return to that room and drop to the floor watching for more flying pots then stand in the sunlight



and use your shield to hit the sun symbol on the wall and lower the platform that you're standing on to the level of the giant statue you saw earlier. Use your shield to direct sunlight at the face of the statue which then crumbles to dust revealing a hole. Pull yourself to the hole with the longshot and the grill blocking it opens revealing the boss door.

Unlock and enter the boss door to meet the two witches – Koume and Kotaki – who assailed Nabooru seven years ago. Before you can attack them another iron knuckle appears and comes at you. Defeat this one the same way you did the other two and when you win the iron knuckle's armour disappears to reveal Nabooru trapped inside!

The witches reappear and spirit Nabooru off with their magic before she can flee then they disappear. The door behind where the iron knuckle started is now open so pass through it to a hallway and follow that into a large chamber with five platforms in it. Climb on the central platform to confront the Sorceress Sisters Twinrova.

SPIRITUAL SAGE

After the witches have been defeated and have finished bickering with each other fairly comically you get a heart container and a blue warp. Take the warp to the Chamber of Sages where Nabooru thanks you and reveals that she is the Sage of Spirit. She grants you the Spirit Medallion and adds her power to yours.

The first Sage appears and tells you that now that the six Sages have been awakened it's time for the final



showdown with the King of Evil. Before that though you need to meet someone at the Temple Of Time...

NAVI'S TIPS

Fire and ice don't mix. Use this fact to your advantage!



LEVEL BOSS

TWINROVA

They might sound like two identical puppies but these girls are nasty! They divide up and attack you from above – one using fire and one using ice. To begin with lock onto whichever sister is firing using Z and use the shield to block her attack then tap Z to take the lock off and move the shield to deflect the energy from one sister back at the other. If you dodge an attack and it hits the platform you're on then make sure you don't go near to the affected area until the fire or ice has vanished.

When you've hit them four times with their own energy, the sisters combine and come at you with their Double Dynamite Attack. The tactics this time are a little different. You need to absorb three attacks of the same type (ie: three fire or three ice) at which point the energy is discharged in a deadly stream from the shield and you can direct it using the analogue stick. The only problem is that you can't absorb a fire energy blast once you've absorbed an ice energy blast until the energy has been discharged so you need to avoid the attacks that your shield can't handle. Once you've hit the combined witches they drop onto one of the platforms so join them on whichever platform they land on and hack at them with your sword until they take off again.



Sorceress Sisters
TWINROVA



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LEVEL
13

GANONDORF'S

ELF
ADVICE

Before you approach Ganondorf's Castle, stock up on bottles, fairies and some magic power-ups.



You appear outside the Spirit Temple. Play the Prelude of Light to warp to the Temple of Time then enter the temple to meet Sheik who has a few things to explain to you.

She says that when Ganondorf grabbed the Triforce it split into three parts just as an ancient Sheika legend said it would if someone who's heart was evil tried to hold it. Ganondorf ended up with the Triforce of Power which enabled him to become the evil King of darkened Hyrule, however he still needed the other two parts of the Triforce to make his power absolute.

This was the reason why Ganondorf began imprisoning those chosen by destiny to become Sages – he was trying to locate the remaining two pieces of the Triforce. Sheik goes on to explain that the Triforce of Courage is in the possession of none other than Link himself while the Triforce of Wisdom has been guarded the past seven years by someone who is destined to become the Seventh Sage and lead all the others.

That person is Sheik herself, or, as she suddenly reveals... Princess Zelda (as if we didn't see that coming!) Zelda apologises for her subterfuge but explains that she couldn't let Ganondorf know where she was. She explains how she ended up in disguise after the Sacred Realm fell to Ganondorf then goes on to tell you the plan for defeating him. The six Sages are going to lure Ganondorf through the previously sealed door to the Sacred Realm. Zelda herself will then seal the door to the realm, trapping Ganondorf inside forever, although she needs Link to protect her while she does it. Zelda then gives Link the Sacred Arrow of Light.



LIGHT ARROW

Set it to C and your arrows will be powered up allowing you to smite evil with the light of justice!

Just as you and Zelda are about to set off for Ganondorf's Castle her fears about Ganondorf discovering her are justified as his voice booms around the temple and she is imprisoned in a block of purple crystal! Ganondorf challenges you to come to his castle if you want to free Zelda.

From the Temple of Time warp to Lake Hylia by playing the Serenade of Water where there is one more item you need to get before you can take on Ganondorf. On the island where you appear, shoot an arrow into the rising sun to make the Fire arrows materialise on a small island between two posts ahead of you.

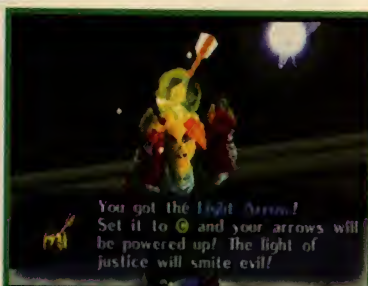
FIRE ARROWS

Set this to a C Button in the same way as the Light Arrow and any arrow that you fire will be powered up making any target that you hit catch fire.

Although you have all the items you need now there is one more special arrow that you might find useful for your final challenge. Make your way back to Garudo Valley and head to Garudo Fortress. Dismount and make your way to the thief in white at the far end of the fortress and pay ten rupees to enter the Garudo Training Ground.

Enter the first chamber and take the door on the left then defeat two Stalfos in under a minute to make a chest appear containing a small key. Exit through the door by the chest and in the next area collect all the ice rupees within a minute and a half then find the exit which is hidden behind the flames and pull yourself over the flames with the longshot.

In the next room kill two normal wolves and two white wolves to get a



PLAYERS
OneCART SIZE
256MbMEMORY
NoPUBLISHER:
DEVELOPER:Nintendo
NintendoGAME TYPE:
ORIGIN:RPG
JapanRELEASED:
PRICE:Out now
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CASTLE



chest with some arrows in it then push the large block down the corridor which will reveal another door. Enter the door and take on three like likes to make a chest appear containing a huge rupee worth 200!

Use the lens of truth to find a hidden chest and open it to get a small key then return to the room where you fought the wolfos. Use the lens of truth again to reveal a hidden tunnel on one wall. Pull yourself up with the longshot and enter a small room with a switch on the floor. Stand on the switch to unbar the door and enter a room with a statue rotating in the centre of a pool of lava. Drop down and shoot the four eyes on the statue and a chest appears on the centre platform. Jump across to get a small key then use the longshot to get back to the bank.

Leap the gap in front of the door to get to it and in the next room defeat flaming keese and torch slugs to make a chest full of arrows appear. Next use your hammer to destroy the statues at the sides of the room and stand on the switch that you find there to turn off the flames in the centre allowing you to collect a small key from the chest. Shoot the eye to unbar the door and go through into a room with lava on the floor and ice rupees scattered around the room. Use the hover boots to get around the platforms collecting ice rupees. Hit the switch to temporarily stop the fire on the last ice rupee and

exit via the door right next to the torch. In the next room use the Song of Time to move the time blocks then put your iron boots and your zora tunic on and drop down into water with the shell blades and blade traps in it.

Collect the ice rupees by taking your boots on and off to float up and sink down or use the white circles and your longshot to pull you through them. When you've got all the rupees, return to the room above for a small rupee, equip your hover boots and go back out of the room and left to the stairs with the torch next to them. Climb the stairs and go through the door to meet a new enemy – the Dinalfos. Beat two of these and the beamos in the centre of the room within a minute and a half to open the next door and get a chest containing a small key then leave to get to the central area at the start of the training area with the lion heads above the doors.

Go through the door ahead and make your way back to the room with the rotating statues that you shot in the eye and this time instead of dropping down go right and enter the unlocked door to find a small chest with another small key in it. Return to the area with the lion heads, turn right and take the central door to come into a room with loads of locked doors. Take the door on the left then take the next locked door to find a chest containing a purple rupee. Go to the next locked door and through it then through the locked door after that to find



HORSEBACK ARCHERY

In this challenge you get 20 arrows and need to hit targets from horseback. The closer you get to the centre of the target the more points you get, up to a maximum of 100. Hitting the pots also gives you 100 points. You get two runs at the targets so take your time and hit the pots first and then the targets. Get 1000 points for a piece of heart container and 1500 points for a bigger quiver, allowing you to carry ten more arrows.

a chest with a red rupee. Continue through the next locked door to find a chest with some arrows in it and go through the final locked door to find a chest containing the Ice Arrow.

ICE ARROW

Only those who complete Garudo training get this! Set this to a C Button and anything you shoot an arrow at will be frozen!

Leave the Training Ground and remount Epona then ride him to the big oblong area to the right of the fortress. Talk to the thief under the awning to try the Horseback Archery Challenge.

Warp back to the Temple of Time then head into the remains of the market and take the path at the back of the square towards where the inner part of Hyrule

NAVI'S TIPS

When you enter the final room of the Garudo Training Area there are two different ways you can go. You only have enough keys for one route though and only one route leads to the ice arrow, so choose wisely!

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ELF ADVICE

Once you've got the bombchus, make good use of them. They can be used to hit targets that would be difficult to get with a normal bomb.

Take out the beamos in this room first before you worry about anything else.

Castle used to be. You find that Hyrule Castle has become Ganon's Castle and the grounds are dark with evil.

Approach the lava moat and Rauru the first Sage speaks to you and tells you that he and the other Sages are going to create a bridge across the moat for you. He explains that the keep of the castle, Gannon's Tower is protected by six evil barriers which you must destroy before you can enter.

Cross the bridge of light and enter the Gannon's Castle! Make your way down the steps and kill the two beamos on pedestals at the bottom. Vanquish them and go through the door they were flanking. In front of you is the door leading to Gannon's Tower. It's currently blocked by a moving barrier of energy which is being supplied by energy sources from six different rooms. To begin with enter the door on the left marked by the Spirit Medallion.

You come into a room full of ice rupees guarded by armos, beamos and blade traps. Collect all the ice rupees in the room to open the next door (kill the beamos and use the longshot on the white circle in the ceiling to get the last one). Go through the door, kill the two torch slugs then turn left and use the spin attack to activate the first diamond switch behind the bars to get a chest with bombchus in it then send a bombchu through the bars to the second diamond switch to open the door.

Go through the door and past the diamond switches into the room ahead to find a room with four sun symbols on the walls. Use a fire arrow on the ceiling to let in some light then use the mirror shield to aim the new light at the sun symbols until the door opens. If a sun symbol burns up when you hit it then watch out for monsters dropping from above!

Go through the door to find the source of power for the first evil barrier. Equip the light arrows and fire one at the centre of the energy field to destroy it and dispel the Spirit Barrier then warp back to the central room where the first energy beam has ceased feeding the barrier.

Make your way to the right and enter the room on the right marked by the Forest Medallion. In the first room kill the wolfs to get a chest with a blue rupee in it then cast Din's Fire to light the torches on the floor and use a fire arrow on the torch above the next door to unlock it.

Go through the door into a room with platforms in it, a beamos in the centre and four fans around the corners of the room. Equip your hover boots and step off the first platform to the left when the fans starts up to collect the first ice

rupee and travel to the first platform. Beat the beamos and run to the centre then collect the ice rupee on the right.

Go back to the centre and collect the one in front of the next door. Climb up to the door and dash to the right when the fan stops moving to get to the rupee on the right. Make your way down to the switch on the lowest platform on the left (take off your boots to do this) and a white circle target appears near the last rupee. Pull yourself across to it with the longshot then get to the door using your hover boots and exit the room.

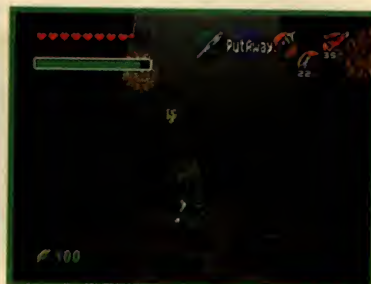
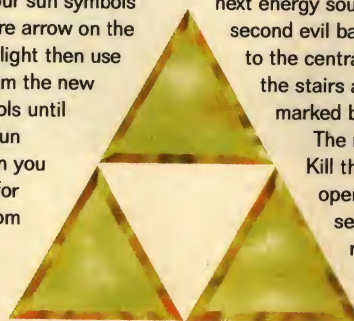
Equip a light arrow and fire it at the next energy source to destroy the second evil barrier and transport back to the central area. Go right down the stairs and enter the door marked by the Water Medallion.

The new room is full of ice. Kill the ghostly freezards to open the next door which is sealed behind a wall of red ice. Smash the icicles in the middle of the room and use a bottle to capture

some blue fire. Use the blue fire on the red ice blocking the door then catch some more blue fire and go through it.

In the next room walk to the block farthest from the door and push it to the right then push it back towards the door you came in so that it drops down the square hole in the centre of the room. Push the other block over the block in the hole so that it rests against the first boulder, push it to the next boulder and finally push it into the alcove at the side of the room. Climb up on top of the block and up to the next ledge and use the blue fire on the red ice there to reveal a rusty switch. Hit the switch with the hammer to open the door and go through to find the next energy source. Fire a light arrow at the source to dispel the water barrier and return to the central area.

Turn right, go up the stairs and enter the door on the right marked by the Shadow Symbol. Use a fire arrow to light the torch on the right which reveals a bridge. Cross the bridge, avoiding the green bubble and kill the like like on the next platform then destroy the two pots for more arrows and some magic power. Use another fire arrow to re-light the torch and jump across to the next



The Sages combine their power to form a bridge for Link.

PLAYERS
OneCART SIZE
256MbMEMORY
NoPUBLISHER:
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JapanRELEASED:
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platform. Use the lens of truth to lead you to the rusted switch on the platform to the left and strike it with the hammer to open the door then use a fire arrow to light the torch by the door and reveal stairs to the right leading to another rusted switch. Hit this switch to make a chest appear on the platform you just left, and use the longshot to get back to the chest and find the Golden Gauntlets.

These now replace the silver gauntlets and make you even stronger allowing you to push or pull even heavier objects.

SEE THE TRUTH!

Use the lens of truth again to follow another invisible platform leading to the door. Go through the door to find the next energy source and use a light arrow on it to dispel the Shadow Barrier and return to the central area.

If you need more energy leave the castle and go left to where you met the Great Fairy of Magic as a child. A huge block bars your way this time but with the golden gauntlets on you can move it. Go in and the Great Fairy of Courage enhances your defensive power and rebuilds your energy and magic levels. With the enhanced defences you take half the damage you originally would have from an enemy. Return to the

A feeling of déjà vu? You'll run into several monsters that you've already met as you ascend the tower, like this Stalfos.



castle and remember that you can visit the fairy again for energy and magic if you need it – which you probably will!

Back in the central area of the castle go right and into the door marked by the Fire Medallion. In the next room put on your heat-resistant tunic. There are flame-throwers, torch slugs, red bubbles and a bridge in front of you which sinks when you stand on it and rises again when you get off. Make your way around the room via the bridge collecting all the ice rupees from the various platforms to open the door. Get the one from the platform on the right first, then the one on the flame-throwing platform.

Make your way to the platform next on the left with the huge block on it and pick it up to find another rupee. Make your way to the platform with the torch slug on it for another rupee and use the hover boots to get across to the bit of the large block which landed in the lava



when you found the third rupee to reach the last rupee and open the door. Use the longshot from the sinking bridge to get to the door and go into the next room.

Fire a light arrow at the energy source – after smashing the pots either side of the door for a recovery heart and some magic power – to dispel the Fire Barrier. Make your way down the stairs to the right and pick up the huge rock blocking the door marked by the Light Medallion to shatter it and go through.

Use the lens of truth to reveal invisible keese and an invisible Big Skulltula. Kill them to reveal a chest containing a small key. The other chests in the room (working clockwise from the left) contain a blue rupee, an ice trap, a recovery heart, another ice trap, a bundle of arrows and another ice trap – so make sure you only open the useful ones. Go through the locked door, stand on the Triforce symbol and play Zelda's Lullaby to make a chest appear



NAVI'S TIPS

The final castle involves puzzles from every temple that you've been to, so take your time and explore all the different possibilities each time you enter a room.

Your light arrows are essential for destroying the evil barrier energy sources.



Stalfos
Turn it close to you and watch its movement carefully! Attack it when it drops its guard!

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LEVEL BOSS

GANONDORF

Immediately rush to a corner of the room where there is a stable block – all the corners have fixed blocks whilst the other blocks in the room can drop if Ganondorf smacks the central platform with his fist. Defend yourself against Ganondorf's fireballs by repelling them with your sword. This is a bit more difficult than when you met Phantom Ganon because you can't lock on due to Navi being unable to get near him.

Equip your light arrows and keep sending Ganondorf's fireballs back at him until he gets stunned at which point fire a light arrow at him to knock him onto the central platform. When he drops down to the platform use the longshot to pull yourself across to him and hit him with your sword but be prepared to get back to a corner fast when he rises up again – switch to the hover boots to cross the gap safely. If you don't fancy jumping across to him then try hitting him with the light arrow then switching to normal arrows, firing one of those at him and switching back to light arrows again.

When you've struck Ganondorf enough times he attacks in a different way by casting a spell which sends out six energy bolts that home in on you. You can avoid the energy bolts if you time it carefully and run from corner to corner however this only works if there are enough blocks remaining. The best method of dealing with this attack is to hit Ganondorf with a light arrow as he casts the spell thus preventing him from releasing it and dropping him to the central platform again where you can hammer him. Ganondorf then alternates between attacks so keep at him until he dies.

If you have problems and keep running out of magic then it's a good idea to save, quit and return to Kakariko Village where you can buy a

potion which increases your magic level. This can be used to top your meter up during the battle.



Ganondorf looks hard but once you've sorted out his patterns and established your tactics you shouldn't have a problem with him.

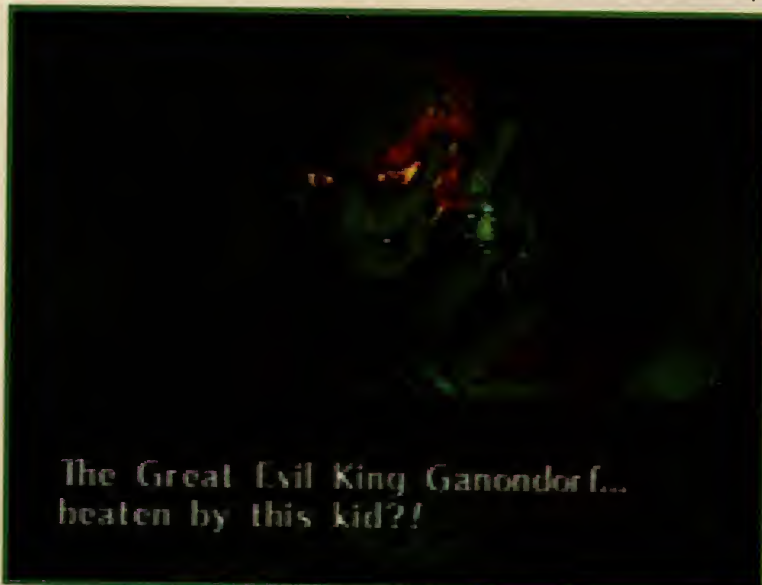


containing another small key. Head through the next locked door into a circular room with boulders rolling round it and an ice rupee visible on a platform in the centre with a white circle target above it. Use your longshot on the hook to get the first rupee then follow the boulders round the perimeter of the room to collect two more rupees from an alcove on each side and shatter two pots in the middle to find the last two rupees and open the door.

Exit the door to come into the final room where the energy source is nowhere to be seen! A monster drops on

you from the ceiling so kill it and walk towards the wall ahead which turns out to be an illusion. In the real final room shoot a light arrow into the Light Barrier energy source to destroy it and dispel the barrier blocking you from the keep.

Climb the stairs to the right and cross the bridge at the top to enter the keep. Each level of the tower contains monsters. As you enter the bottom level you are confronted by fire keese. Kill them and go up the stairs on the left to an ornate door. Go through the door which bolts behind you and take on two dinalfos to open another ornate door up



Beating Ganondorf has an adverse affect on his ego!

PLAYERS
OneCART SIZE
256MbMEMORY
NoPUBLISHER:
DEVELOPER:Nintendo
NintendoGAME TYPE:
ORIGIN:RPG
JapanRELEASED:
PRICE:Out now
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Follow Zelda from the castle as it collapses but don't get too near to her or she gets spooked. She'll unlock all the doors for you.

a short flight of steps. Climb the steps and go through the door and up a spiral staircase to yet another ornate door.

Go through and the door bolts behind you and two stalfos attack. In the centre of the room a chest is surrounded by a ring of fire so stay clear of it. Defeat the Stalfos to make the fire disappear allowing you to get to the boss chest. Open the chest for the boss key.

Go up a short flight of stairs and through the next door then follow another spiral staircase to another door. Enter, it bolts behind you and you face two stationary iron knuckles. Activate one at a time by attacking them and kill them both. Although your defensive power has been increased their axes are still very dangerous! Wait till the iron knuckles swing then jump in and stab at them.

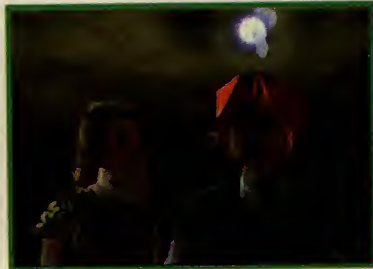
When you've defeated both iron knuckles exit through the next door and take another spiral staircase up to the boss door.

Open the boss door to find a circular room with a huge tower in the centre. Find the door on the right and go through it into a dark corridor with a red carpet. Follow the carpet to a very long spiral staircase and up to a room with red mist in it and a door on the left.

Go through the door to find Ganondorf playing an organ above which Princess Zelda is trapped in the purple crystal. She magically refills your health and Ganondorf turns and batters you with Triforce magic. Navi says that because of the magic she can't get close to him.

DEADLY RACE

When you finally defeat Ganondorf the tower wall vaporises around you and when the light returns to normal



You leave the castle. It collapses. Surely this must be the end? But Ganondorf has one last surprise...

Ganondorf lies dead and Zelda is free. Suddenly the whole castle starts to shake as Ganondorf, with the last of his power, tries to crush you. You now have three minutes to get out of the castle before it collapses.

You need to follow Zelda out of the castle – keeping behind her or she slows down – and follow her as she opens each of the doors barring your way. When you reach the room where you met the Stalfos earlier, Zelda is trapped by a ring of fire and two more Stalfos attack. You must beat them to banish the flames before you can continue and the clock keeps ticking!

Once the flames have gone follow Zelda again and when you cross the stone bridge leading out of the keep hug the right edge to avoid the redead on the left. Assuming that you make it out of the castle in time (if you don't you end up back at the top and the race starts over) you get to watch the whole castle fall down.

It's quiet for a few seconds... it seems that everything is over... but it's not! Cross back over to the ruins of the castle and Ganondorf rises from the ground once more. He transforms himself into a huge monster called Ganon, surrounds the area with flames blocking your from reaching Zelda and knocks the Master Sword from your hands!

A HAPPY ENDING

Zelda says the last seven years have been her fault and Link must put the Master Sword back in the Pedestal of Time to close the time doorway. She then asks for the ocarina back so that she can return Link to his original time.

Link returns to when he was just a boy. Everyone in Hyrule is happy and the young Link returns to Hyrule castle to meet a very young Zelda...



LEVEL BOSS

GANON

Equip the megaton hammer and face the awful monster Ganon. First off avoid his attacks and nip round behind him to strike him on the tail with the hammer repeatedly until he collapses temporarily and the flames vanish. When this happens run over to Zelda and get your sword back.

With sword in hand return to engage Ganon once more. This time he moves a lot faster making it more difficult to reach his tail so lock onto him with Z and use light arrows to temporarily stun him then race round behind him and chop at his tail with your sword.

When you've hit Ganon enough times Zelda uses her magic to fix him in place. Now it's time to finish him off! Zelda's magic charges up the master sword. Press B to strike at Ganon who still tries to get up and attack you. Zelda then summons the power of the Sages and they banish Ganon forever.



The end, but will Link be back on the N64? We hope so!

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ENEMY GUIDE

OCTOROC:

A small creature that shoots rocks out of its snout. Use the Deku Shield to rebound the rocks back to hit the Octoroc and he will pester you no more.

IRON KNUCKLE:

A giant knight who wields a heavy axe and will pummel you if you get too close. Wait for this monster to swing his axe, then jump back to avoid the blow and dash in and stab him to inflict as much damage as possible.

STALFOS:

The skeleton warriors are found everywhere and usually appear in numbers. Lock onto them with your Z button and use your shield to deflect their blows. Use your thrust attack to pierce them when they are off balance.

FLOOR MASTER:

A giant hand that roams quietly across the ceilings of dark dungeons. Avoid the shadow when it falls from the ceiling and make sure that you destroy this creature before it reforms.

TEKTITES:

Bouncing creatures that leap at you to attack. Wait until they are in the air, and then bash them with your sword to kill them.



Tektite: Slash these bouncing enemies whilst they are in mid-air.

LEEVEER:

Are round creatures that pop out of deserts and chase across the ground in a set pattern. You cannot kill them, so just bob and weave to avoid them.

DODONGO:

Giant lizards that have terrible breath! Wait for them to breathe fire, then run behind them and strike them on the tail.

DEKU SCRUB:

These plants fire seeds at you. Use your Deku Shield to bounce a seed back at them, then catch them before they run back to their hole.

BUSINESS SCRUB:

These plants fire Deku Nuts at you. Use your shield to deflect their attacks and then catch them to be offered items at ridiculously high prices.

LIKE LIKE:

The giant blobs of jelly will eat your equipment if you get too close. Keep your distance and pierce this creature with arrows.

WOLFOS:

These wolf creatures come in many different colours and roam in packs. Wait until the wolf attacks and slash them when they are off balance.

BUBBLES:

he flaming bubbles come in a multitude of colours and fly in set patterns. Use your Hylian shield to put out the flames and then finish them off with your sword.

KEESE:

These fast flying bats will make your life



Skulltula: These spiders come in all different sizes, look for gold ones!



Keese: These fast flying bats can be found in dark damp dungeons.

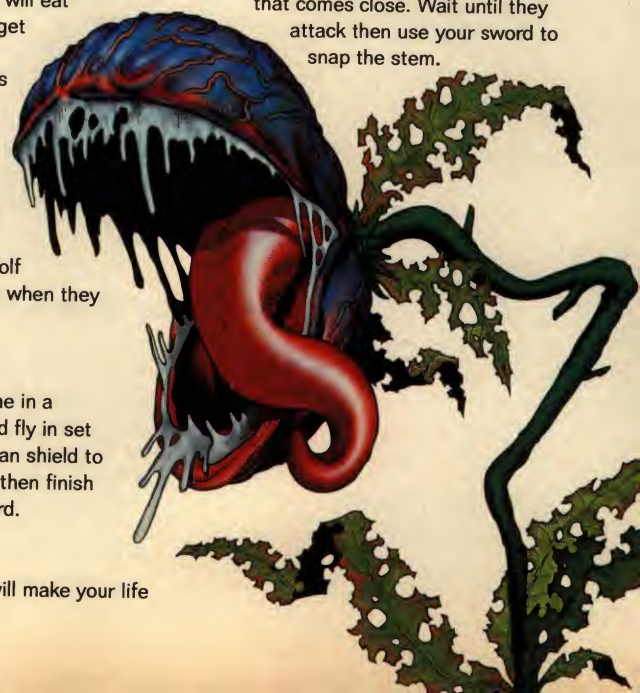
hell in tight areas. Lock on to them with your Z button and use the Slingshot or Fairy Bow to bring them down.

SKULLTULAS:

These spiders come in various shapes and sizes and are found clinging to every surface imaginable. Use your Slingshot or Fairy Bow to crush them.

DEKU BABA:

These ferocious plants snap at anything that comes close. Wait until they attack then use your sword to snap the stem.



Bubbles: These come in a wide range of colours, your Hylian Shield will put out the flames.



PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out now
£49.99

PIECES OF HEART

Collect four pieces of heart and your life energy will increase by one heart. These are not essential to complete the game, but to make life easier here are the locations of all 36 hidden pieces!

1: Hyrule Market – Find the lady's lost dog at night (In the corner under the lit window.)

2: Lost Woods – Play Saria's song to the lone Skull kid.

3: Lost Woods – Jam with the two Skull kids.

4: Graveyard – Can be found on the Grave Digging tour.

5: Graveyard – Play the Sun Song in the grave with the lonely Re-dead.

6: Lon Lon Ranch – Move the boxes in the Cattle shed (you'll need the Goron Bracelet.).

7: Zora's Domain – Light all four torches quickly and find your prize behind the waterfall.

8: Kakariko Village – Drop onto awning after a flight down the mountain.

9: Goron City – Light the torches to make vase spin then throw a bomb into the top.

10: Zora's River – Play the Song of Storms to the frog chorus.

11: Death Mountain Crater – Hidden crevice in the wall (You'll need the Goron Tunic.)

12: Zora's River – Play the frogs all the songs you know and play their bug catching game.

13: Gerudo Valley – On the ledge above the river (you'll need the Longshot).

14: Hyrule Market – Prize in the Bombchu Game.

15: Death Mountain Crater – On top of the hot rock pillar (plant seed whilst young link).

16: Hyrule Market – Last chest in the Treasure Box Game (piece of cake with the Lens of Truth).

17: Gerudo Fortress – Horseback Archery 1000 Point prize.

18: Zora's River – Use a chicken to float to the platform near the waterfall.

19: Ice Cavern – Inside a block

of red ice (use a captured blue flame to melt the ice).

20: Zora's Fountain – On an ice berg in the middle of the lake.

21: Graveyard – Race Dampé's ghost and finish in under one minute.

22: Kakariko Village – Inside the windmill on a high ledge (can be found after the race against Dampé's ghost).

23: Lake Hylia – Reward from the scientist (dive to the bottom using the Gold Scale).

24: Gerudo Valley – Climb the ladder behind the waterfall (plant seed whilst young link).

25: Hyrule Field – Smash a boulder on your way to Gerudo Valley then dive to the bottom of the pool.

26: Lake Hylia – Balcony on top of the Laboratory (plant seed whilst young link).

27: Graveyard – On a ledge near Dampé's Grave (plant seed whilst young link).

28: Zora's River – On a tall tower high above the frogs

29: Kakariko Village – Get

up to the guy on the roof and he'll give one to you (you'll need the Longshot).

30: Gerudo Fortress – In the chest on the top of the fortress.

31: Hyrule Field – Smash boulder by fences near Lake Hylia and buy it for a small fee.

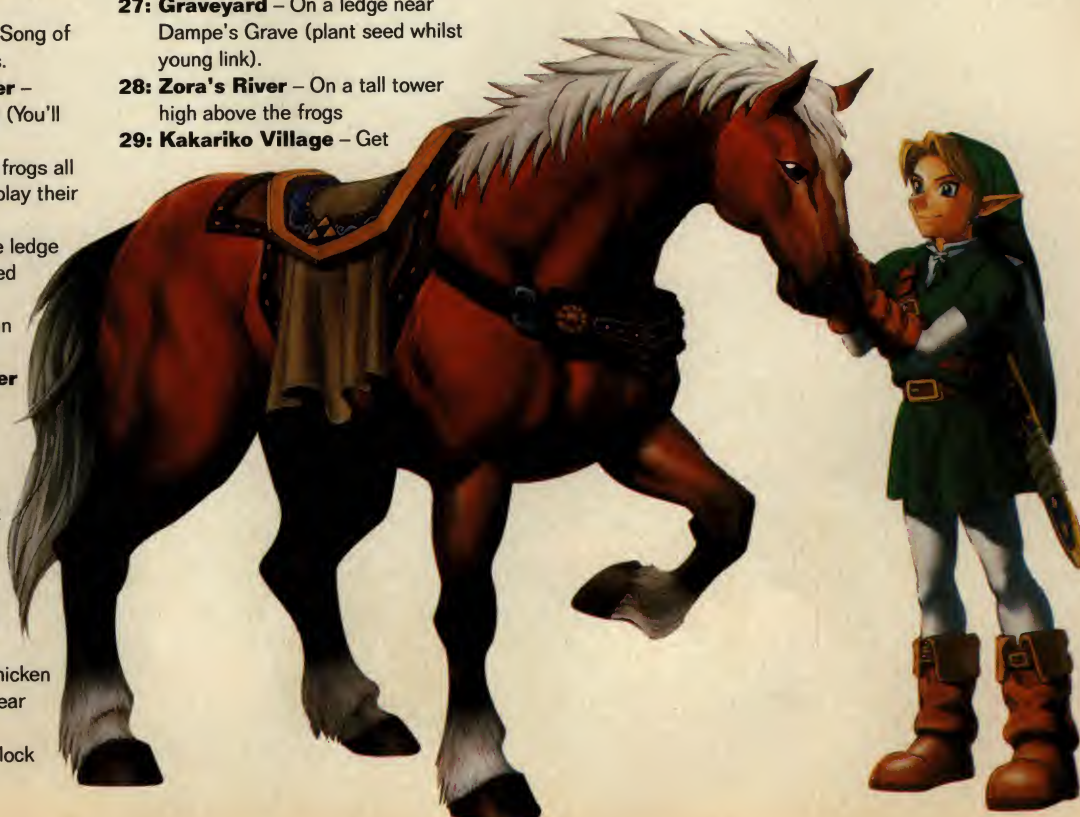
32: Zora's Fountain – Search the bottom of the lake (you'll need Zora Tunic and Iron Boots).

33: Kakariko Village – Reward for collecting 50 Gold Skulltula Tokens.

34: Lake Hylia – Catch a 10lb fish in the Fishing Game.

35: Desert Colossus – On top of the huge earth arch (plant seed whilst young link).

36: Dodongo's Cavern – Above the cave entrance (plant seed whilst young link).



85

PAGE No

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BODY H

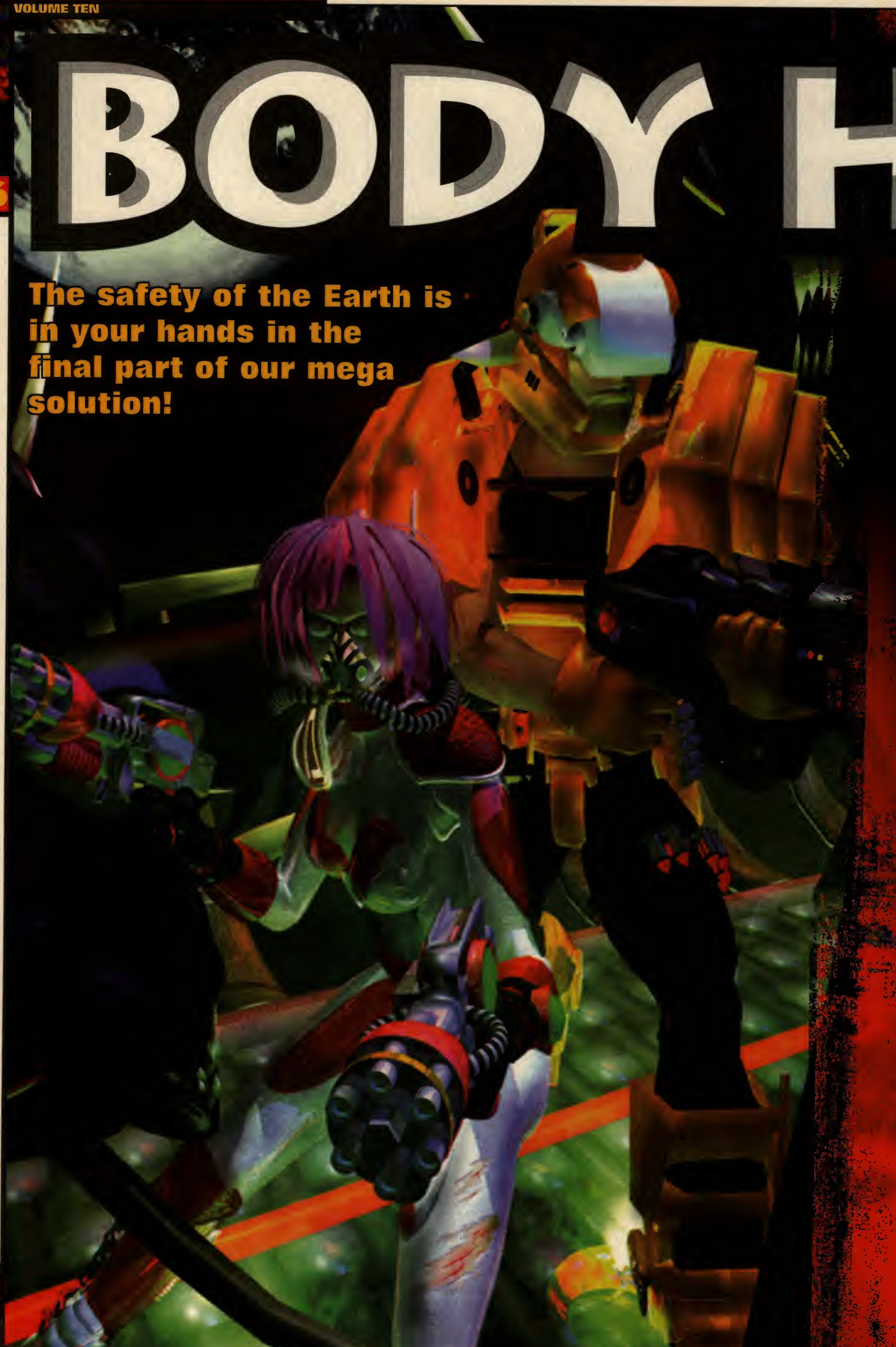
The safety of the Earth is
in your hands in the
final part of our mega
solution!

Only you can protect the earth from this bunch of human hunting aliens.

ABOUT BODY HARVEST:

PAGE No.

86





PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Gremlin
DMA Design

GAME TYPE:
ORIGIN:

Adventure
UK

RELEASED:
PRICE:

Out Now!
£49.99

ARVEST

PART 3

LEVEL 3 AMERICA 1966

At the start of this mission, Daisy will talk to you and inform you that the bugs have built up a sizeable force in this area and that you should collect as much ammunition as possible before attempting to proceed.

Enter the building near the abandoned car and search all the lockers to fill up your empty ammo pockets, then open the chest to grab a needed Shotgun. Exit the building, jump into the car and dash through the streets, heading south to locate the first harvesting wave. The aliens are much tougher this time, so use your Shotgun and show them who's the daddy. Once the aliens have been wiped out, search the area to find the police station, then clear the building to find some more Ammunition and a Machine Gun.

Use the map to locate the Temporary Sewer Outlet, then walk into the open-ended pipe just outside. Make your way through the sewer pipes and you'll emerge on the other side of the blocked road, just in time to intercept another alien harvesting wave. Follow the red arrow to the infested area and blast these monsters as quickly as possible. Once the beasts are dead, another attack wave will beam in next to the local school – luckily this is not very far away. Get to the school in a hurry and terminate the harvester before you lose any of the kids, then move around the back of the school and climb into the ice cream van.

Drive the van slowly out of the school grounds, making sure all the children are following you, then lead them to the local church where they can seek refuge. Whatever you do, don't run any kids over! Once the children are safe,



Drive the ice cream van around the schoolyard to attract the children, then drive slowly to the safety of the church.



On the hospital roof waits the alien processor. Use a helicopter to position yourself in front of it, then blast the beast until it dies.

another wave of aliens will land at the school, so dash back there and finish them off. Search the building opposite the school to find some more Ammunition, then jump into the school bus and smash through the road block leading east. Before you can leap across the gap you must get yourself a faster vehicle, so drive the bus back towards Springfield Suburbs. Stop at the road and move the two police cars out of the way, then use the bus to knock down the fence. Another harvesting wave has beamed into this area, so put your foot down and get there before you lose too many civilians. After the infestation has been destroyed, head to Karl's Kustom Cars and speak to Karl to get the keys to the hot rod outside. Now drive the new vehicle back to the school and launch yourself over the fallen bridge.

On the far side of the bridge, a harvesting wave will land to your right – quickly get yourself to the aliens and blast them. Now head to the eastern

side of the map and locate the Halsall Storm Drain. Head into the tunnel and grab the Hunting Rifle and Ammunition from inside the chests, then exit on the other side and dash down the slope to the bottom. Climb the slope opposite to reach a small locked hut, then jump into the monster bug (the insane VW Beetle with big wheels) and head back down the slope.

At the bottom, turn left and make your way through the sloped passage, blasting all the aliens that are blocking your way, then head up the slope the far end to find another tunnel. Wander through the tunnel and exit the other end, then take out the harvesting wave that appears near the exit. Once the area is clear, enter the large hospital building and raid the filing cabinets to grab more Ammunition, then climb the stairs on the right up to the rooftop.

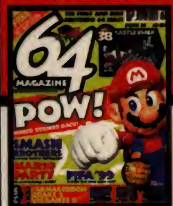
Once on the roof, head around to the processor and destroy the snipers opposite, then jump into a helicopter and fly around to a position in front of the processor. Hold the helicopter in a steady position and blast the processor until you've destroyed it, then land back on the roof and wait for Daisy to send you a status beacon.



64 SAYS

IN ISSUE 20
64 MAGAZINE
SAID:

"FANTASTIC
LOOKING BUGS
AND EFFECTS
MAKE FOR A
VERY BIG, VERY
TOUGH, BUT
SLIGHTLY FLAWED
CHALLENGE!"



64 MAGAZINE ISSUE
24 IS OUT NOW AND
IS AVAILABLE FROM
MOST GOOD
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NINTENDO 64 MAG!

INFO

Check the map:
to find out your
mission



The aliens in this area
are now bigger and
stronger than before.
Use the Shotgun to kill
these beasts quickly.



AMERICA 1966

STAGE 2

Grab a new helicopter from the rooftop and fly north to discover the gate to the next stage. Unfortunately, no vehicles can pass through this gate, so land your chopper and wander into the next stage on foot.

Once through the gate, look to your right and blast an alien sniper, then proceed to follow the trail through the mountains. Carefully drop down the sheer drop at the end, then continue to walk up the slope towards Pitts Industrial Works. As you approach a harvesting wave will beam in ahead of you. Hurry to the site and kill them

before they kill too many civilians. Head east past the drilling stations and proceed through the mountains, watching out for alien snipers.

When you reach the cliff overlooking Blackfoot Gulch, Black Adam will appear to taunt you, so get down the hill and enter the battle. Find Black Adam on the roof of one of the huts and blast him until he beams out of the area. Now you must kill the three scorpions which appear and then search the huts to find more Ammunition and Health. Now exit the Gulch via the steep downward slope and blast the sniper on the left, before heading through the mountains to Terra Pueblos.

Here you will meet some new alien enemies, which burrow under the ground and fire large rocks at you! Follow the dust trails left by these monsters and then blast them when they emerge from the ground. Once the four burrowers are dead, search the houses to find a handy Rocket Launcher, then scan the area to find a ruined building blocking the path to the Creek of the Running Buffalo.

Use the Rocket Launcher to destroy what little of the building remains, then follow the path behind to a crossroads. From this point, head north and walk around the water to find a monster bug. Use the vehicle to move along the waterside, then enter a cave on the right-hand side to grab more Ammunition and an Alien Artefact. Leave the cave and continue to the wall at the end of the passage, then drive the monster bug up the steep slope to the right and onto the Wakon Tinka Reservation.

Quickly drive down the slope on the far side, and destroy the monsters patrolling here. Now locate a house on the top of the hill and speak with the man inside – he will allow you to enter the secret room at the back of the building to collect more Health and Ammunition, as well as the first piece of the Wakon Tinka Totem pole. Exit the house and dash back down the hill to wipe out another alien harvesting wave, then return to the hill and find the entrance to a cave.

Explore the cave to find the second piece of the Wakon Tinka Totem pole, then return to your truck and drive to Slow Bull Point. Climb the hill to the right and enter another cave, then search



2 Watch for the ground to shake when these alien burrowers attack, then quickly aim your Shotgun at them and blast them before they bury themselves again.

the lower levels to find the third and final piece of the Totem.

Return to the Indian Chief on top of the hill in the Wakon Tinka Reservation and take the Vision Quest to watch a path appear leading to the military base. Leave the Chief and grab yourself a vehicle, and head north out of the

Reservation to find a wide ravine with a small cliff path. Drive carefully along the cliff path, blasting all the aliens that appear in your way, then cross the ravine on the path and follow the trail into the mountains. Enter the cave at the end of the path and walk through the tunnels until you emerge inside the military base. Search the barracks to find extra guns and ammo, then jump into a helicopter and fly into battle with the processor. You'll need to keep on the move while battling this processor as there are two snipers guarding the boss which regenerate once they have been destroyed. Concentrate on the processor and keep blasting until it is dead, then Daisy will send you a status beacon to allow you to save your game, and the entrance to stage three will open.



Carefully make your way along this thin mountain ledge and you'll find a hidden entrance into the military base.



INFO

Check the map: to find out your mission





PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER: Gremlin
DEVELOPER: DMA Design

GAME TYPE: Adventure
ORIGIN: UK

RELEASED: UK

PRICE:

Out Now!
£49.99

AMERICA 1966

Jump into the helicopter and fly east along the shield wall until you find a small gateway through to the next area. Park your chopper on the hill and walk through the gate on foot to enter stage three.

Follow the trail through the mountains until you arrive at a desert junction, then head left and up a small hill to find a house. Search the building to grab some extra weapons and Health, then leave the house and locate the small trail behind it. Follow this new path around the corner and blast the alien sniper waiting for you, then turn to



the right and run down the hill to find yourself in a large sandy desert. Look around to find yourself a vehicle, then head south, blasting the burrowers and zippy alien gnats.

Drop down into the gully at the end, then follow the path to the entrance of the military base. As soon as you enter the base a harvesting wave will land just inside, so quickly get to the harvester and destroy it. Finish off all the other aliens in this area, then search the base to find the sliding gate. Search the building to the left of the sliding gate and you'll find some special Nitro Fuel which will give you enough of a boost to get through the sliding doors. Head south to find another large grey

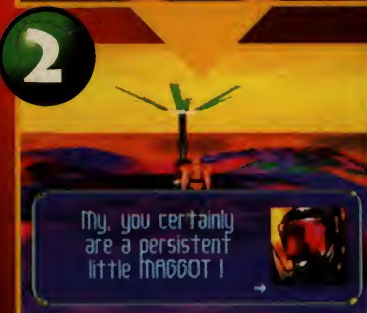
building, and then grab a Miller J3P from inside the hangar. Return to the sliding gate in the new vehicle, and speed up the ramp and through the gate before it closes. Another harvesting wave will now land in this area, so put your foot on the gas and get to the monsters before they eat too many civilians. This time there are two harvesters, so you'll need to be on top form to stop them both feeding.

After the attack has been destroyed, head back to the sliding gate and enter the building opposite. Search the rooms on either side to grab some extra Health and a Red Access Card, then run the Card through the slot in the central room and open the grey door in the centre. Make your way through the high security rooms and grab plenty of weapons and ammo along the way. When you meet the guard who refuses to let you pass, enter the door opposite and then head to the right through another locked door. Turn right again and walk up the stairs, then exit through the door on your right hand side. Walk ahead and enter another small building then make your way past the small grey alien and exit the building on the other side.

Move towards the tank and enter the small building behind it for a special Translator. Return to the small grey alien, and speak to him to get the Green Access Card as a reward for keeping quiet. Leave the alien to escape quietly and wander outside to intercept another harvesting wave. Once the aliens have been destroyed, return to the building where you found the Translator and use the second Access Card to enter the locked door at the back of the building.

Walk through the next room and grab some more Ammunition, then exit via the other door into another harvesting wave. Destroy all the invaders waiting outside, then enter the grey building on the right

STAGE 3



1 Once you have collected some special Nitro Fuel, you can drive this vehicle through the sliding gate without getting squashed.

and talk to the Man In Black. He will give you access to all the military vehicles in the area, so leave the building and go to the hangar to grab yourself a tank. Now drive the tank out of the military base, heading east, and use it to destroy the alien processor. Once the processor is dead Daisy will send you a status beacon to save your progress, and you'll intercept a warning message from Black Adam.



INFO

Check the map: to find out your mission



The aliens gather in larger numbers when they beam in to attack. Take out the harvester first, then use your Machine Gun to wipe out the others.



89



There are five of these doomsday bombs hidden in this small area. Look for them all and destroy them to complete this mission.

Speak to the Man In Black and he'll ask if you would like to test drive the new vehicle. Say 'yes' and you'll receive your own UFO.

INFO

Check the map: to find out your mission



AMERICA 1966

STAGE 4



Use your purple energy waves in order to batter the bombs until they explode. Black Adam will be really upset this time!



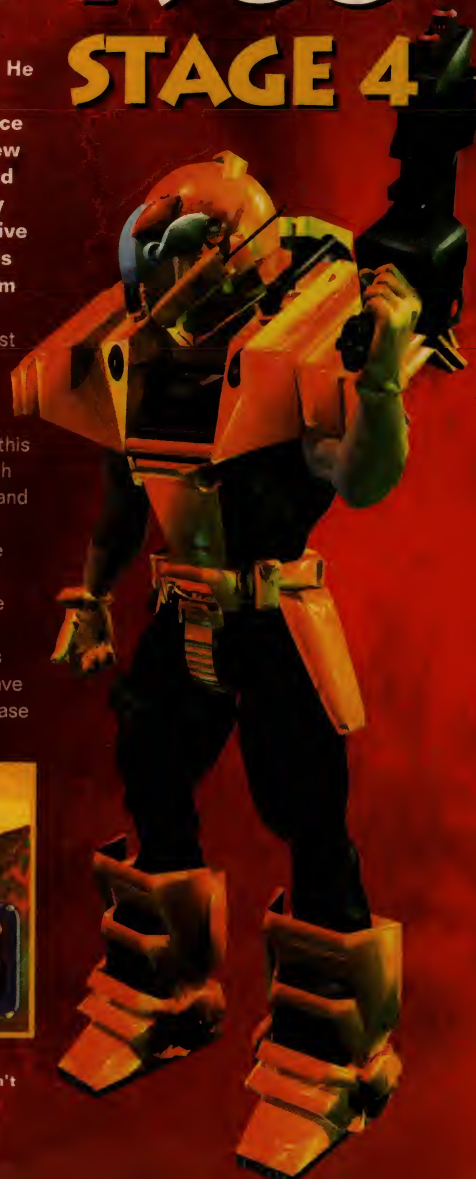
Take the UFO through the shield wall and destroy all the doomsday devices before time runs out.

Head back to the military base and speak to the Man In Black. He will congratulate you on your success and offer you the chance to test-drive a UFO. Fly your new craft past the status beacon and then through the small gateway into the next stage. There are five doomsday devices hidden in this area, and you must destroy them all before the time runs out.

Proceed east and you'll find the first doomsday device in a small patch of open land in the centre of three buildings. Use the purple energy wave that your UFO fires to destroy this small yellow bomb. Quickly head north to find the second doomsday device and use the energy beams again to annihilate the bomb. Dash around the remainder of the small area and blast the remaining three bombs before the timer runs out. Black Adam is rather annoyed when you destroy his bombs and promises to make you pay, so leave the stage and return to the military base to grab another UFO.



"I don't want to pay for this!" It's another crappy Sky Movies Exclusive that couldn't even go straight to video!



THE FIRST AND BEST
NINTENDO 64 MAG!

64

MAGAZINE

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INFO

Check the map to find out your mission

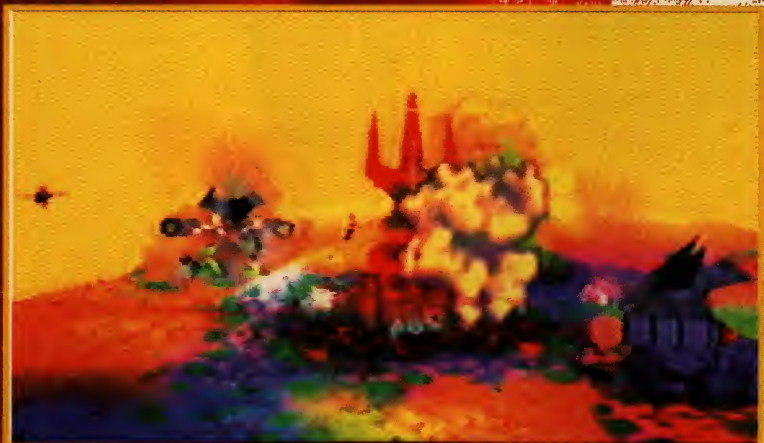


Use the alien UFO to fly through the gate and blast the Alien Shield Generator. Once the pillar has been destroyed you'll be joined by Daisy in the Alpha Tank.



Land your UFO near the alien shield generator and use your energy beam attack to destroy the four grey pillars.

Blast it several times and the mighty shield generator will crumble and explode. Now wait for some backup.



BOSS



AMERICA 1966

STAGE 5

Travel north to the shield wall, then fly through the small hole to confront the alien shield generator.

Land your UFO near the shield generator and let off a couple of blasts of your purple energy beams to frazzle this monster. Once the shield generator is down, Alpha Command will come to join you and your craft will transform into the Alpha Tank. Now you must fight another large boss alien!

This is a really tough battle; the boss starts by launching several spiked balls at you which roll around the arena and damage your tank. Avoid these balls as much as possible and try to shoot them if they get too close. Continue to fire at the boss and after a short while he will

change his attack and start blasting fireballs at you. At this point, move as far away from the boss as possible and keep on the move to avoid his lightning-quick attacks. If you move too far away the boss will transport himself closer, so keep an eye on him and blast the two extendable claws on either side of his body. Once both claws have been blasted, the creature takes off and flies around trying to squash you. Look for the monster's shadow and then back away and blast the beast until it dies.



Once the boss is in the air, the battle is almost over. Watch for the monster's shadow and then blast him when he drops down to attack.



PLAYERS
OneCART SIZE
96MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Gremlin
DMA DesignGAME TYPE:
ORIGIN:Adventure
UKRELEASED:
PRICE:Out Now!
£49.99

Blast the alien bugs quickly before they destroy your vehicle and leave you exposed to the elements.



This combine harvester can be used to crush the annoying zombies that roam this level.



LEVEL
4

SIBERIA 1991



Once Alpha Command has landed in this new ice-cold area, Daisy will send you a message informing you of the strange life forms she is detecting. It turns out that most of the population in this area are zombies, and you must keep clear of them to avoid taking damage.

Turn to the right and follow the path north to find yourself a vehicle, then continue to follow the path until you discover a road on your right. Quickly drive around the mountain to battle the first harvesting wave, and waste the harvester before too many humans are consumed. Blast the remaining vermin, then search the houses to gather some Fuel and Health. When the village is clear, drive to the north and up a small slope to find the local train station.

Speak to the Fat Controller inside and he will thank you for turning up and ask you to find the starting handle for the train. Jump back into your car and head south along the train tracks, then turn right by the shield wall and find a small farmhouse with a combine harvester parked outside. Enter the house and speak to the owner to get the keys for the combine, then search

the chests to find some Fuel and a Shotgun. Leave the farm and jump into the combine, then fill up the tank with the spare fuel before heading west to the village of Petrozansk. Once in the village, use the combine harvester to carve up the zombies, then look for the train driver's house to collect the starting handle. Shoot down the annoying aliens quickly or they'll blow up your vehicle. Grab any extra Health you need from the houses.

Once the handle is in your possession, head back towards the train station, but you will have to confront another harvesting wave in the village before you get there. Once the entire attack wave has been destroyed, head to the station and jump into the waiting train. Drive the train down the track and smash through the avalanche. Now blast the alien invaders that ambush the train from both sides, then stop when you reach a station.

Quickly jump out of the locomotive and dash over to the right to kill another alien harvesting wave – there is an APC here that should make your life a little easier. Once the aliens are dead, search the village thoroughly to grab plenty of extra Health and Ammunition, then jump

STAGE 1

back into the APC and drive it down the track to the next station.

Just before the station, turn to the right and shoot a small group of aliens, then travel down the slope in the corner to find another train. Drive past the train and smash through the fence ahead, then travel up the slope to discover the chemical facility. Kill any alien attackers in the area, then enter the chemical facility and speak to the scientist, who explains what has happened. Black Adam will then contact you to get your attention. Search the chests to grab extra items, then race outside and jump into the tank.

Black Adam has already taken the second train for a little trip to destroy a nearby village, so get after him and blast the train before it can get to its destination. If you succeed, a large harvesting wave will land as the train explodes and Black Adam curses you over the intercom. Quickly smash through the fence to get to the aliens and then blast the harvester before any humans can be consumed. Watch out for the flying pests who try to destroy your vehicle, and search all the houses to gain extra Health and Ammunition.

Once the attack is over, continue to follow the train tracks to the very end, then look to the left to discover a small military base. Pop in to the barracks and speak to the soldier, and he'll tell you that there is a large alien in the river to the south. Leave the barracks and jump into the hovercraft, then sail south to do battle with the processor.

There are several small groups of aliens that attack you on your journey, so see them off with your Machine Gun and head down to the river. Dodge the giant icebergs and keep moving south, then position yourself in front of the processor and destroy it as quickly as possible. Once the processor has exploded, Daisy will send you a status beacon to save your progress and the gate to the next stage will open.



SIBERIA 1991

STAGE 2

Jump back into the hovercraft and float through the gate to enter the next stage. Turn to the right and follow the coastline, blasting any alien piranhas or scouts that you meet on your way, then land beside the second ship you come across.

A harvesting wave will now land in the village just to the south, so put your foot down and save the villagers! Once you have destroyed the alien invaders, look around the village to grab yourself an APC. Follow the road leading south to a large concrete structure, then enter the blue door to find yourself inside the research facility.

Search the room to the left and grab some extra Ammunition, then walk through the other door and head left again. Speak to the half-man, half-spider creature in the secure room and he will point out the Access Card which you need to proceed. Leave the beast, head back to the main room and open the door to your left. Continue through the remaining rooms to the exit – just as you step outside, an earthquake strikes

the area. Quickly make your way to the hovercraft nearby and jump inside before the huge alien attacks you. Blast the beast with your Machine Gun, then follow the ice trail back to the village. Enter the commander's house with the Access Card, and search the room downstairs to grab extra Ammunition and a Rocket Launcher.

Leave the house and return to the water, then sail west to find a huge block of ice sealing the passage. Leap onto the ledge beside the water and use the Rocket Launcher to destroy this huge icy block, then jump back into the hovercraft and sail through the gap. Continue to follow the coastline, then as soon as the ground flattens, come ashore and head for the nearest village. A harvesting wave will appear shortly with lots of protection, so get yourself amongst them and wipe them all out. Once peace has returned to the village, search the houses to find more Health and Fuel, then follow the road leading west through the mountains.

At the junction, turn to the right and battle your way through the small passage, then turn right again and drive over a small hill. Continue along the mountain trail, ignoring the turn to the left and eventually you'll arrive at the nuclear power plant.

Enter the small building near the bulldozer and speak to the man inside to learn about your next mission. There is a problem with the pump houses, and they must be destroyed before the time runs out to avert disaster. Quickly leave the building and jump into the bulldozer, then drive around the complex, smashing the locked pump houses. Once all five have been destroyed the timer will stop and a few flying aliens will charge in to attack you. Kill them all with your Machine Gun, then return to the engineer in the first pump house. The engineer explains that the reactor is overheating and he is unable to contact the workers inside, so open the door to the left and grab the Key from the locker.

Make your way to the large building in the centre of the plant and open the door. Inside the building the alarms are going mad. Head left and open the door in the corner to find a wounded worker who will explain how to shut down the reactor. There are four levers in the reactor room, which must be pulled in the right order to shut it. Once inside the room you will sustain damage from the radioactive leak, so must activate the switches and leave the room before the radiation kills you. Once back in the main building you can stand between the two pillars to the left of the door to be decontaminated and return to maximum health. The correct sequence to stop the reactor is 1, 2, 4, 3. After the levers have



1 In the first village you arrive at, these nasty bugs are trying to eat the population!

2 Inside the reactor room you must quickly activate the four levers in the correct order to shut down the radioactive leak.

been pulled correctly, the lights will come on and the alarm will stop. Leave the reactor room and put yourself through decontamination before heading out of the main building and searching for a Harrier jump-jet on the airfield to the left.

Jump into the plane and fly east to battle with the alien processor. Try to shoot the large missile-firing aliens first, then concentrate on the processor and shoot it as many times as possible with your rockets.

If you lose your plane during this battle, head to the right of the processor where you can find an APC to finish the job. Once the processor has been destroyed, Daisy will send you a status beacon to allow you to save your game, and the gate to the next stage will open.



INFO

Check the map: to find out your mission



1 Use the bulldozer to knock down the locked pump houses. You only have 40 seconds to destroy all five.

2 Use the Harrier jump-jet to get close to the processor and then blast it with your rockets to destroy it.



PLAYERS

One



CART SIZE

96Mb



MEMORY

Yep!

PUBLISHER:

Gremlin

DEVELOPER:

DMA Design

GAME TYPE:

Adventure

ORIGIN:

UK

RELEASED:

PRICE:

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£49.99



SIBERIA 1991

In the centre of the lake waits the alien processor. Destroy this beast, then return to the village in order to save your game.

1 STAGE 3

Jump into the APC and drive to the north, where you'll find a path leading up a hill. Drive through the gate on the right to enter stage three, then head to the right to locate a small village. Search the houses for extra Health and Ammunition, then proceed along the road into a small military base.

Wander into the barracks and speak to the commander, who will tell you that someone has planted bombs on all the oil rigs in the lake. Leave the commander and jump into the Chinook helicopter outside, then fly to each of the four rigs in turn and pick up as many survivors as possible. Once you have saved the oil workers, return them to the base then leap back into the APC and blast the attacking aliens. Once the monsters are dead, head back in to see the commander and he will thank you for your help and give you a chance to test drive the aquatank.

Drive the tank through the depths of the lake and blast all the alien crabs and piranhas, then locate the underwater processor. Keep moving while battling

these tough aquatic aliens and ensure that you collect plenty of Health power-ups to keep your tank in one piece.

Once you find the processor in the centre of the lake, blast it with your torpedos until it dies, then Daisy will send you a status beacon. Drive your aquatank to a position just underneath one of the floating boats, then exit the tank. Quickly jump into the boat and swim south to find a small cave beside the lake, then climb the stairs to emerge back in the village. Save your game at the beacon, then return to the military base and grab yourself a vehicle.

INFO

Check the map: to find out your mission



1 Speak to the commander in the military base. He will tell you that the oil rigs are about to blow up and the workers need saving.

2 Use the aquatank to patrol the bottom of the lake and blast all the alien crabs and piranhas that will attack you.



PAGE No.

95

SIBERIA 1991

STAGE 4

INFO

Check the map: to find out your mission



Jump into the APC and drive north through the fence, then follow the shield wall until you find the entrance to stage four. Pass through the gate and head right, then battle a few alien invaders before following the road into the village. A harvesting wave will land in the village as

Head through the military base and smash through the fence to the north to find the gateway to the next stage.

you arrive, so locate the harvester and destroy it.

Once the invasion has been dealt with, Daisy will contact you and tell you that she is picking up radio signals from somewhere in the area. Search the village to find extra Health and Ammunition, then head to the north to find a large white building. Inside the building, the radio operator will tell you that he is having trouble communicating with the base and has a scientist friend there that may be able to help. Quickly search the small room to the right for more weapons, then exit the building and drive north to find a small door leading to the military base. Before leaping out of your vehicle, be sure to check for aliens creeping up behind you, then enter the door and head through to the base.

Head to the left and make your way to the large building in the centre. Take the door on the left and walk down the passage to meet the radio operator's friend, then listen to his plan to save the area. Walk back outside and search to the southwest to find a tank, then follow the road, nuking any aliens you find. Further down the road you'll find a thin

bridge leading over some deep water. Take care at this point, as it's a perfect place for an alien ambush. Continue to follow the road on the far side of the bridge and you'll arrive at another small military complex. Search the area to ensure all the aliens are dead, then jump into the jet and fly back to the larger base to see the scientist.

After you have spoken to the scientist, leave the building and search the area to the right to find yourself a helicopter. Now fly the chopper to the smaller base in the northwest and carefully collect the Scud missile launcher from the base. Carry the launcher carefully back to the military base, then place it gently into the small fenced-off area next to the main building. Once the launcher is in place, return to see the scientist again and he'll explain that there is a power shortage and that you must visit the radio operator again. Leave the base and return to your vehicle, then drive to the radio operator's house and blast the two alien jellies clinging to the generators to the right. Once the power has been restored, speak to the radio operator and he'll tell you that the missile is ready to be launched. Return to the military base and speak to the scientist again to learn how to fire the missile. Open the door behind you and grab the Launch Code from the filing cabinet, then head outside and launch the missile.

Once the missile has destroyed the radio building in Vadensk, a huge harvesting wave will beam into the military base. Exit the missile launcher and dash to the tank, then find the harvester and destroy it quickly.

Kill all the remaining aliens in the base, then search the area to the right of the main building to discover the alien processor. Take down the flying aliens that are hovering above the processor, then blast the beast with your tank shells until it explodes and dies. This time Daisy cannot send you a status beacon as Alpha Command has come under heavy attack. Quickly head back to stage one and rescue Daisy from disaster.

There is a small hole in the shield wall in the corner, which will lead you to the train tracks north of Alpha Command. Put your foot down and dash back through the stage – if Alpha Command explodes then your mission will be over. Once Alpha Command is safe, a status beacon will be sent to the last processor position and the gate to the alien shield generator will open.



Inside the military complex in the north you must find this scientist. He will tell you where to go next.



Once the missile has been fired the processor will appear in the large area just right of the military base.

NINTENDO 64

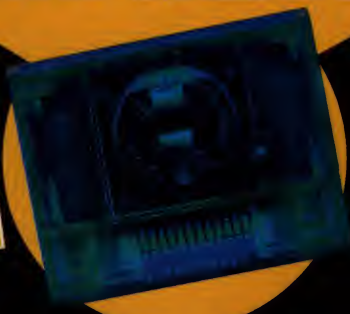
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SIBERIA 1991

STAGE 5

Drive back along the railway to the status beacon and save your progress, then head into the base and jump into a jet. Fly the jet south and then through the hole to enter the final stage. Swap your vehicle for the new jet available just past the entrance, then attack the alien shield generator.

Start by blasting the four pillars on each side of the generator, then when these have been destroyed aim for the red spire in the centre.

Once the shield generator has been

flying around above you, then dash in to collect extra Health and weapons. Now concentrate your fire at the other arm cannon and keep blasting until it falls clear.

Collect the Health that falls from the splattered gnats, then attack the monster's tail. Keep backing away from the beast and blasting until its tail falls off and it begins to speed up its attack. To beat this monster, aim at its body with your maximum fire power and keep shooting until it explodes.

Once the battle is over you will warp to the fifth and final level on the Alien Comet.



destroyed, Alpha Command will come to join forces with you as you confront the boss monster. This giant flying beast fires electrical pulses and is surrounded by smaller alien gnats. Keep your distance to avoid being shredded by alien fire and concentrate all your fire at one of the creature's arm cannons. Once the arm has fallen off, retreat to a safe distance and shoot the small alien gnats



1 Once the monster has had enough he will topple to the ground and explode. You will now be warped into space to an alien comet.



ABOUT BODY HARVEST: Only you can protect the earth from this bunch of human hunting aliens.

PLAYERS
OneCART SIZE
96MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Gremlin
DMA DesignGAME TYPE:
ORIGIN:Adventure
UKRELEASED:
PRICE:Out Now!
£49.99

ALIEN COMET: 2016

When you land on this alien landscape, Alpha Command will transform into the Alpha Tank, which is your only means of

transport. This is the final confrontation between you and the alien creatures, and your mission is simply to exterminate every alien lifeform!

Start this mission by blasting the alien structure on your right and collecting the alien weapons from the wreckage. Head north and blast all the buildings and aliens you meet, then eventually you'll receive a message from Daisy to say that she's escaped her captors and is waiting for you to pick her up. Continue to head north and you'll find a thin valley with lots of enemies beaming in on either side of you. Drive through this

energy beams fired from the alien UFO. Keep moving through the crystal area, blasting all the enemies that appear and demolishing any alien structures you come across, then you'll arrive at a small bridge across an alien river. Carefully cross the bridge, then blast the two buildings on the far side to grab some more Ammunition. Continue to follow the path smashing the buildings and blasting any alien scum, until you arrive at a dead end with another thin bridge to your right.

Carefully cross the bridge and blast the two alien snipers, then proceed forwards, destroying the four corner buildings to pick up some Plasma Bombs. Once you have cleared this small area, head to the south and zoom out to see a thin path leading across the deep alien water.

Carefully make your way over these thin tracks blasting the fast-moving aliens until you reach safe ground on the far side, then blast the nearby structure for some more Laser-Guided Missiles. Make your way through the next little section blasting the building for extra weapons, then shoot the spire with an electrical current to refill your life bar and save the game progress. Now move forward through the gate to enter Black Adam's trap.

The gates will seal shut behind you in this area and you must destroy all the alien scum that Black Adam sends at you before you can escape. Once you have wasted your assailants, leave the area through the gate to the west and follow the road to the dead end. Instead of driving across the

1



2



3



1 This comet is totally infested with alien bugs of all shapes and sizes. You will need to be alert to keep yourself alive.

2 Destroy alien structures that you see on the comet as lots of weapon power-ups can be found hidden underneath.



valley to the end blasting everything in sight, then destroy the building in the right-hand corner to reveal another path.

Follow this thin path to the north, then turn to the left and blast a large green crystal. Search the debris to find a Resonator Weapon, which works like the



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No.



Keep out of these acid puddles or you'll find your hover tank will melt away from underneath you.

lava ahead, look to the left and follow a thin path around the obstacle and then quickly blast the three alien sentries.

Move on past the sentries before they regenerate, then battle a large troop of flying monsters on your way through the next small area. Blast the four green pods just ahead, then continue to make your way through the area blasting all the buildings and enemies you meet. Continue to follow the path around the edge of the map until you arrive at the snowy area in the north. Blast all the nearby buildings to gather extra weapons and ammo, then look to the right to find another small thin bridge. Carefully cross the water and shoot the alien snipers waiting on the other side, then blast the green crystals for more ammunition. Keep heading east, blasting



Start by blasting the monster's two arm cannons. When the arm explodes quickly dash in to collect the weapon and health power-ups.

everything in sight, and eventually you'll discover another road between two alien statues. Follow the road south through the mountains, then carefully cross the bridge on the far side. Now blast the electrical spire on your left and save your progress before following the road around the corner to the gates of the alien city.

As you enter the city, the gates will lock shut behind you. Blast all the enemy sentries around the entrance, then move through the city shooting anything that moves. Pass through the next set of gates, shoot all the alien attackers waiting for you and continue to another set of gates to the east.

As you enter this area Black Adam will appear to taunt you before the battle begins. Avoid the electrical pulses fired in your direction, and blast the beast with your most powerful weapons

until he dies. Once Black Adam has been beaten, you can drive to the top of the hill in the centre and enter the building at the top to find Daisy. Speak to Daisy, then quickly bash the small red mound in front of the alien contraption to turn off the machine and release your friend.

With Daisy saved, return to the Alpha Tank and she will explain your next mission. There are four thruster engines in the corners of the alien city, and these must be destroyed to stop the



Help me Adam...
Turn off pain amplifier!
Please... HURRY...!



Daisy has been imprisoned in a tall alien tower. Press the red switch in order to turn off the Pain Machine and release your friend.



PLAYERS
One



CART SIZE
96Mb



MEMORY
Yep!

PUBLISHER:
DEVELOPER:

Gremlin
DMA Design

GAME TYPE:
ORIGIN:

Adventure
UK

RELEASED:
PRICE:

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Adam has been caught in a trap, destroy all the alien bugs in this area to open the door to allow you to escape and continue on your mission to find Daisy.

comet colliding with Earth. Head back through the gate and then enter the gate to the left to find a huge open area with several alien snipers. Kill the snipers quickly, then follow the road up the hill to find the first thruster engine. Blast the flying aliens surrounding the engine and then blast the four energy baffles around the thruster.

Once these have been destroyed, blast the engine in the centre and the thruster will explode and shut down. Be careful not to fall over the cliff, as the

acid water below will melt your tank in seconds! Use the map to find the next thruster engine and destroy it using the same procedure, then head back through the gate and across to the wasteland on the other side of the city. Blast the remaining two thrusters on the far side of the city, then Daisy will send you a message telling you to go to the Central Command Tower in the very centre of the city.

As you make your way to the centre of the city, you will be attacked by a large alien. Blast this beast to open the gate to the Command Tower, then grab the extra Health and Ammunition before entering the central area. At this point you will be given the opportunity to save your game before you meet the Hivemind – you should do it! Exit the Alpha Tank and enter the Command Centre, then drop kick the green brain, Cantona-style, to return to the Alpha Tank. Once back in the tank make your way to the exit, and you'll be attacked by Black Adam and his minions. Quickly take out the two small aliens, then concentrate on blasting the large creature in the centre. First aim for the two arm cannons on either side of the boss's body, then as each side explodes rush in to collect some extra Health and Ammunition. Now the beast is armless, aim for the creature's head and keep blasting until it explodes.

The boss will now start to warp around the arena, disappearing in a green mist and emerging again behind you. Keep moving and look for the trail of bullets to find your target, then blast the beast until it dies.

Once the monster has been annihilated, Black Adam returns to his normal form and you must leave your tank to rush over and blast him with your shotgun.

With Black Adam dead, the mission is now complete and you can safely leave the comet and return to Earth. Thanks to you the Earth has been saved from the alien invasion, and peace can return.

1



2



3



4



3 Adam and Daisy celebrate, the battle is over and all the alien scum have been destroyed.

4 Once the Alien Comet has been destroyed, Adam returns to Earth and receives a hero's welcome, Lucky man!



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PAGE No.

101

STUCK ON

Following a good response from our many readers, **Stuck On 64** returns to try to help as many of you as possible. So if you're looking for a cheat, or have got a gaming problem write to us and we'll try and get you out of your fix.

PEBBLE PROBLEMS

I have been playing Banjo-Kazooie, I am on Treasure Trove Cove but I have been having trouble getting the pebble. Could you help me?

Jenny Hughes, Wales

A You do not need to find a pebble in order to fill the bucket.

Simply fire eggs at the bucket, but from the rear so they land inside the pail. Once you have managed to squeeze a couple of eggs into the bucket, the water will drain from the sandcastle.

DUKE CHEATEM

In volume eight of your fabulous magazine you printed the cheats for the game Duke Nukem 64. I have tried several times to access the cheat menu for the PAL version of Duke, but have been unable to get it to work.

Please can you tell me how to enter this code and is it for the correct Duke Nukem game?

Scott, Swindon

A The cheat menu code for the UK version of Duke Nukem 64 is as follows: On the main menu screen press Left, Down, L, L, Up, Right, Left, Up. Input this code in order to activate the cheat menu then enter the codes that are printed in the A-Z Cheats

BANJO HORROR

I'm on the Shipyard Level on Banjo-Kazooie and when I climb the cranes I can see a switch on top of a small tower on the ship. How do I get on the top of this tower in order to turn on the switch? I've tried jumping off the crane and I just fall short every time! Is there a launch pad anywhere that I haven't found?

Damian Holland, email

A To get to the witch switch at the back off the boat you must leap from the top of the crane and flap Kazooie's wings whilst in



the air. This jump can be very frustrating when you fall just short of the platform. The best way to get there is to press the A button a second time to Flap Kazooie's wings whilst in the air as you leap from the top of the crane. **KEEP THIS BUTTON HELD DOWN** and Kazooie should float across to the platform. This is the only way to activate this switch as there are no Launch Pads available.

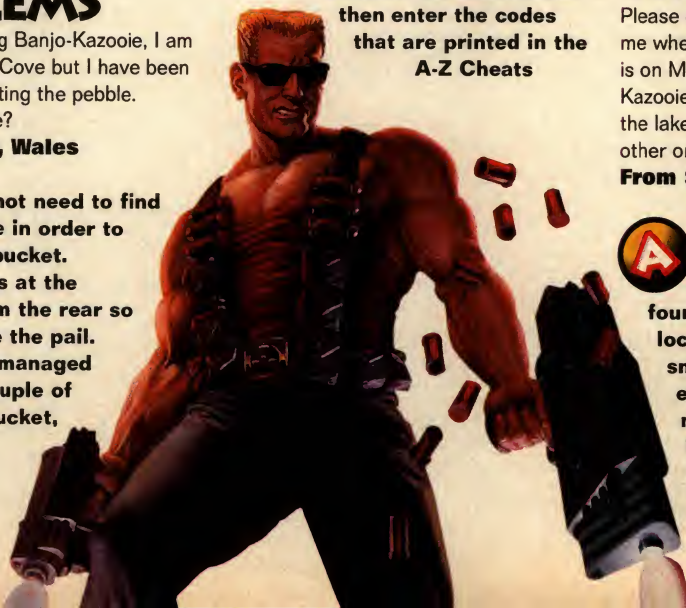
section which start on page 108 for infinite ammo, weapons and level select.

HONEYCOMB TROUBLE

Please can you help me? Could you tell me where the second honeycomb piece is on Mumbo's Mountain on Banjo-Kazooie? I have found the one beside the lake in the gap, but I can't find the other one. I have looked everywhere.

From Sam, Oxfordshire

A Sam, the second honeycomb piece on Mumbo's Mountain can be found on top of the Juju pole located in the centre of the small huts. You must fire eggs in the totem pole's mouth to knock away the lower blocks, then when only a single block remains leap on top of the pole and



DO THE OCARINA

One word: Zelda. I know you've probably had loads of questions about this great game, but I am terribly stuck. I am an adult and Sheik says, "To save the forest girl you need another skill... Head to Kakariko Village." I have been to the village loads of times and I am having trouble finding this skill.

Also in Gerudo Valley I can probably find the Carpenter, but it's getting slightly tedious being caught by the guards all the time, how do I get out of this fix?. And finally I can't get into the gravedigger's grave, please help me?

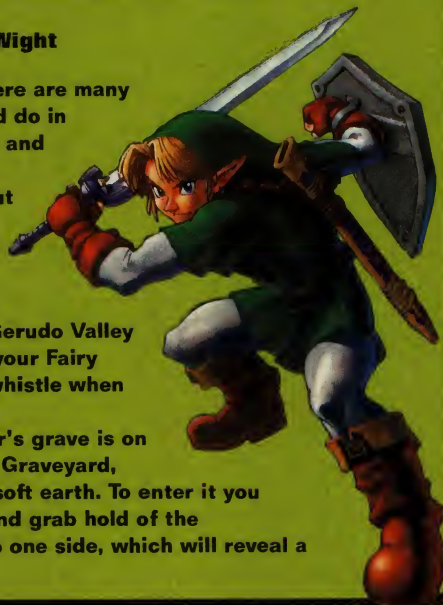
Coryn Jenvey, Isle Of Wight



Coryn, firstly there are many things to see and do in Kakariko Village and

you will need to keep returning here throughout the game, each time you go back you'll undoubtedly find new things. In order to make dodging the Thieves in Gerudo Valley easier, shoot them with your Fairy Bow, they can't blow a whistle when they're dead.

Finally the gravedigger's grave is on the left-hand side of the Graveyard, near the small patch of soft earth. To enter it you must return after dark and grab hold of the tombstone then pull it to one side, which will reveal a hole to drop through.



perform a flip-flap jump to collect the second honeycomb piece.

NUTS ABOUT BANJO

Back in volume seven of your great magazine you published the second part of the Banjo-Kazooie solution, and there is something I would like your help with. In Click Clock Wood I am unable to collect the last of the six acorns for Nabnut. On the platform opposite Nabnut's door there are two acorns. I have collected one on the wooden platform, but there



is another acorn in the middle and every time I jump to grab it I miss and fall down the tree to the bottom. How do I get this last acorn?

Martin, Pensby



Martin, the acorn you are trying to collect is pretty tough to grab. Walk around the platform until you are opposite the path that runs underneath, then leap to grab the acorn and land on the platform below. If you miss the acorn you will not have fallen too far down the tree, and can then easily climb back up to try again. There is no easy way of grabbing this teasing nut, just ensure you land safely and keep trying.

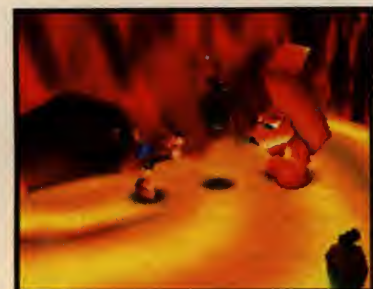
WAVE RACE ACTION

I am in desperate need of help. I bought volume eight of your magazine and discovered a cheat for Wave Race. As I have got this game I decided to see if it works, the only thing is that I do not understand how to perform a handstand backwards, as this is not stated within the instructions manual. Although I can perform all the other tricks, I tried doing the handstand but the dolphin doesn't squeak for me. Please help as I'm tearing my hair out in frustration.

Rachel, Crewe



Thank you Rachel for pointing out the mistake in our cheats section. It is not possible to perform a



WINNER!

COMPETITION WINNERS

These lucky readers have scooped the jackpot in our Gimme Gex this Christmas Competition.

1ST PRIZE:

Kieran Conway, Lancs

RUNNERS UP: Ian Mitchell, Co Londonderry, Yasi Sarma, Middlesex, Steven Rouse, Warwickshire, A Perree, Jersey

KONAMI CHRISTMAS BOX

These readers have beaten off the competition and won themselves a copy of ISS '98.

John Robertson, Northumberland, Phil Fraemohs, Oxon, Alex Smith, Birmingham

HOLY MAGIC CENTURY GIVEAWAY

Now these lucky readers can start out on a new adventure.

A Campbell, London, Eileen Mitchell, Co Londonderry, Ben McComb, West Lancashire

NO CHEATS?

Could you please shed some light on my problem which is that I can't find any cheats for ISS '98 or Goldeneye, I'd be grateful if you can help! Also the lack of quality games may eventually lead to me swapping for a PlayStation, I don't want to swap but I might have to.

Dean, Stevenage



Dean, you've obviously only read half the magazine. In

the back you will find a complete compendium of all the cheats for every N64 game. This issue we've added the latest cheats for ISS '98, Turok 2, South Park, Rogue Squadron and many more, turn to page 108.



handstand backwards, so here are the moves you must perform to activate this great cheat: Handstand, Backwards spin, Stand with back flip, Barrel roll off ramp in both directions, Single back flip off ramp, Dive off ramp.



Perform tricks in the correct order and you get the opportunity to ditch your jetski and ride a friendly dolphin around the park.



64

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Team Tip:

Do not power up your weapons because it will take much longer to reload them, thus slowing you down. Kick Ass!

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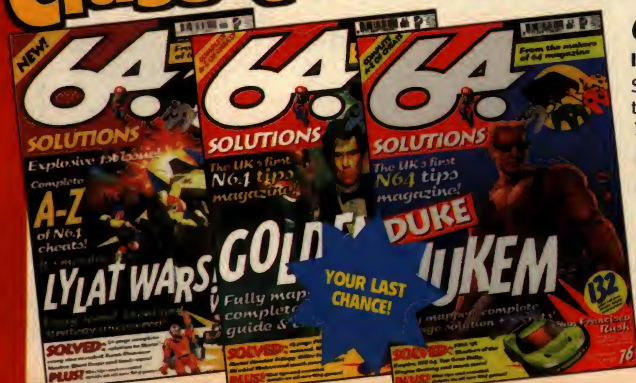
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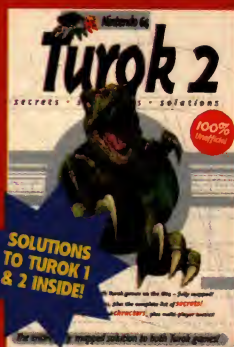
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THE COMPLETE

A-Z OF CHEATS

The part of the magazine where we give you every cheat for every N64 game. We will award a Nintendo 64 Gold book and Memory Card for every new cheat sent to us! Do it now!

AERO GAUGE

TURBO START

Hold A and B at the start, then release B after the announcer says "Ready!"

TURBO

Ah, the world's least intuitive and player-friendly turbo function!

For speed hold down A to accelerate, then make a hard turn in either direction while holding Z, then release both buttons. If you've got your timing right and haven't sent your car into a wall, you'll get a burst of extra speed. Keep using the turbo until the temperature gauge rises too high.



PAD AT A GLANCE



AIR BOARDER 64

BONUS CHARACTERS

To unlock the four bonus characters:

Finish all levels and tracks in Time Attack mode in the set time;
Get an 'A' ranking on all levels and tracks in Street Work mode;
Get an 'S' ranking on all levels and tracks in Street Work mode;
Get a 'Perfect' ranking on every level and track in Coin mode.

BONUS BOARDS

Unlock all four bonus characters then at the board selection screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A to get the following bonus boards:

Ika-Chu	Gives double jumps
Father	Gives longer air time
J-B	Press A+B for turbo jump
J-Arm	Gives extra turbos



These cheats allow you to access all the boards and boarders.



AUTOMOBILI LAMBORGHINI

MIRROR TRACKS

To access the reversed tracks, finish the Championship mode on both Novice and Expert difficulty. You'll win some new cars too!

HIDDEN CARS

Bugatti EB110

Finish Championship mode on Novice.

Ferrari F50

Finish Championship mode on Expert.

Ferrari Testarosa

Finish the Basic arcade mode on Novice.

Porsche 959

Finish the Basic Arcade mode on Expert.

Vector

Finish the Pro arcade mode on Novice.

Dodge Viper

Finish the Pro arcade mode on Expert.

BUCK BUMBLE



ALL WEAPONS

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left Left.

ACCESS ALL MISSIONS

On the title screen, hold Z and press Right, Down, Down, Right, then release Z and press Right, Up, Down, Left, Left, Up, Right, Right.



Get Busy with these cheats and you can enter any of the game's 20 fantastic levels.

BOMBERMAN HERO

Achieve five rating on every stage up to and including Garaden Star.

SLIDER RACE

Now available on the options screen.

GOSSICK WORLD

Collect all 24 of the Other-Dimension Bombs for access.

OLDEN BOMBER

Finish the hidden Gossick World to get another play mode on the options screen.

PRINCESS MILLIAN'S TREASURE HUNT:

Finish Gossick World, to get a third play mode on the options screen.

AEROFIGHTER ASSAULT

ACCESS ALL LEVELS

Start a game then press Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.

SECRET F-15 PLANE AND NEW PILOT

On the opening title screen enter the following code: C Left, C Down, C Right, C Up, C Left, C Right, C Down.

SECRET LEVEL

Beat the Ice Cave level to access The Moon.

ALL STAR BASEBALL '99 CREDITS

On the title screen enter R, A, Z, R, C Right, A, B, to enable the credits option:

ALIEN TEAM AND STADIUM

On the 'enter cheats' screen enter the code ATEMYBUIK.

BEACHBALL BASEBALLS

On the 'enter cheats' screen enter the code BBNSTRDS.

BIG EVERYTHING

On the 'enter cheats' screen enter the code 'GOTHELIUM'.

BROKEN BATS

On the 'enter cheats' screen enter the code 'BRKNBAT'.

FAT OR SKINNY PLAYERS

On the 'enter cheats' screen enter the code ABBTNCSTLO.

FIREBALL

On the 'enter cheats' screen enter the code GRTBLSFDST.

PAPER PLAYERS

On the 'enter cheats' screen enter the code 'PRPPAPLYR'.

BODY HARVEST

WEAPONS POWER-UP:

Enter ICHEAT as your name. Then, press A, Right, C Down, C Right, C Up, A, Left during gameplay.

SERIOUS FIREPOWER

Enter ICHEAT as your name. Then, press C Down, C Up, Up, Z, Z, Left, C Right during gameplay.

SURREAL GRAPHICS:

Enter ICHEAT as your name. Then, press C Down, Up, Right, Right, C Right, A, Left during gameplay.

SMART BOMB

Enter ICHEAT as your name. Then, press A, C Up, C Up, Up, Left during gameplay.

REFILL HEALTH/FUEL

Enter ICHEAT as your name. Then, press Down, Up, Right, A, B, Left, C Right during gameplay.

KILL ADAM

Enter ICHEAT as your name. Then, press B, Left, C Right, C Right, Down during gameplay.

CREATE MUTANT

Enter ICHEAT as your name. Then, press C Down, Up, Z, Z, C Right, Right during gameplay.

BLACK ADAM

Enter ICHEAT as your name. Then, press C Left, C Right, A, C Down, C Right, Left during gameplay.

ALL ARTEFACTS

Enter ICHEAT as your name. Then, press Up, C Down, C Right, Z, Up, Left during gameplay.

TALL ADAM

Enter ICHEAT as your name. Then, press B, A, C Up, A, C Up, A during gameplay.

SHORT ADAM

Enter ICHEAT as your name. Then, press Down, C Left, A, Right, Z during gameplay.

FAT ALIENS

Enter ICHEAT as your name. Then, press Left, A, Right, Down during gameplay.

WEAK BOSS

Enter ICHEAT as your name. Then, press Z, C Right, C Right, B, Left, C Right, during gameplay.

DANCER

Enter ICHEAT as your name. Then, press Down, Up, C Up, Down, C-Right, C Right during gameplay.

These amazing cheats will help you to kick alien butt with relative ease!



BUST-A-MOVE 2

EXTRA LEVELS

On the title screen tap L, Up, R, Down. If you've entered the code correctly a Bubble Bobble baddie will appear on the bottom right of the screen. To access the new levels select Puzzle mode, which will have the words 'Another World' underneath.

BONUS CHARACTERS

(Vs mode)

First enable the 'Another World' code on the title screen (press L, Up, R, Down). Then choose Player vs Player mode on the game select

screen and you'll be asked to pick your character. The farther you've gone in Player vs Computer mode, the more characters you'll be able to access.

HIDDEN CHARACTERS

(Puzzle mode)

On the Puzzle mode screen before you select your first destination press Left, Left, Up, Down, L, R, L, R, L + R.

This accesses a character selection screen allowing you to switch from Bub to Bob or one of the bosses.

BATTLE TANX

IMPORT

ALL GANGS IN CAMPAIGN MODE:

Enter LTSLTSGNGS as a password.

STORM RAVENS GANG:

Enter WMNRSMRTR as a password. The all-women Storm Ravens game, with laser and cloak power-up will be selectable.

BIO FREAKS

ONE HIT FATALITIES

Minatek

Move in close and press: Towards, Away, C Left+C Down.

Zipperhead

Press: Towards, Away, Away+C Right. The first time you'll take one arm off. The second time the other arm. Finally move in close to take off the head.

Ssapo

Move in close and press: Towards, Away, Away+C Up+C Right.

PsyClown

Move in close and press: Towards, Away, Away+C Left+C Down.

Sabotage

Press: Towards, Away, Away+C

Up. The first time you'll take one arm off. The second time the other arm. Finally move to about three steps away and take off the head.

BullzEye

Move in close and press: Towards, Away, Away+C Up.

Delta

Move in close and press: Towards, Away, Away+C Down

Purge

Press: Away, Towards, Towards+C Up+C Right.

Taunt

To taunt your opponent hold C Left and C Right.

First-Person Perspective

During a fight hold Away on the control pad and press Start. To switch back hold Down on the control pad and press Start.



BANJO-KAZOOIE

ALTERNATE SELECTION SCREENS

Watch the fish swimming around in the bowl on the selection screen and you'll see that every so often it crashes into the side of the bowl. Press A the third time and the Banjo in the first save slot will be thrown out of the window while the walls spin and eject Kazooie from the second save slot.

In the third save slot position, listen for the third 'boing' sound from the Game Boy and press A immediately after it to fire Banjo out of the house.

INFINITE RED FEATHERS

Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by: 'NOWYOUCANFLYHIGHINTHESKY'.

A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your red feathers total will not change, but you will now have an endless supply.

INFINITE BLUE EGGS

Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by:



Play the levels with Banjo with an extra inflated head. It won't make you play better, but it will look funny.

'BANJOBEGSFORPLENTYOFEGGS'. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your eggs total will not change, but you will now have an endless supply.

MORPHING CODES

The following seven codes are all accessed by playing the Bottles puzzle game. To get each code, you must first have obtained the previous one, ie: you can't get code four until you've got code three.

BOTTLESBONUSONE	Big Head Banjo
BOTTLESBONUSTWO	Big Hands & Feet Banjo
BOTTLESBONUSTHREE	Big Kazooie
BOTTLESBONUSFOUR	Tall, Skinny Banjo
BOTTLESBONUSFIVE	Tall, Skinny Banjo With Big Hands & Feet
BIGBOTTLESBONUS	Giant Banjo-Kazooie
WISHWASHYBANJO	Washing-Machine Banjo-Kazooie

To get the codes, go back to Banjo's house and once inside move so you're standing in front of the picture of Bottles that's hanging above the fireplace. Press C Up to go into look mode and move up to look at the picture then press R to speak to Bottles. Complete the jigsaw puzzle within the time limit to get the first code. To get the other six codes, simply enter look mode and look up at the picture. When Bottles tells you that he has given you the last code, ignore him and look up again, as he was telling porkies, the crafty little fellow!

REVERSE SPELLS

To reverse any spell simply return to the Sandcastle and spell 'NOBONUS' and Banjo will return to normal.

INFINITE AIR

Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by:

'GIVETHEBEARLOTSOFAIR'. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Banjo will now have infinite air when swimming.

INFINITE GOLD FEATHERS

Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by: 'AGOLDENGLOWTOPROTECTBANJO'. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. You will now have an endless supply of gold feathers.

MAXIMUM ENERGY

Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by: 'ANENERGYBARTOGETYOUFAR'. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. This will give you eight honeycombs on your life bar.

Note: If you already have red honeycombs then this cheat will make you lose them.

INFINITE LIVES

Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by: 'LOTSOFGOESWITHMANYBANJOS'. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. You will now have infinite lives.

99 MUMBO TOKENS

Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by: 'DONTBEADUMBGOSEEMUMBO'. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your Mumbo Tokens total will increase to 99.

CLAYFIGHTER 63 1/3

CHEAT MODE

On the character selection screen, hold L and press Up, Right, Left, Down, B, A. The options screen will display a cheat selection option.

RANDOM CHARACTER

On the character selection screen hold L and R together.

PLAY AS DR KILN

Hold L on the character

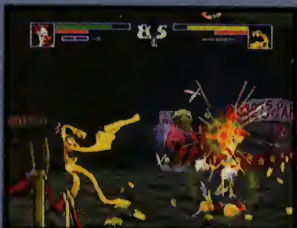
selection and press: B, Left, Up, Right, Down, A.

PLAY AS SUMO SANTA

Hold L on the character selection and press: A, Down, Right, Up, Left, B.

PLAY AS BOOGERMAN

On the character selection screen hold L and press C Up, C Right, C Left, C Down, B, A.



CHOPPER ATTACK

LEVEL SELECT

Press C Up seven times when the 'Press Start' message appears.

SHOOT DOWN THE PRESIDENT

Press Z, C Up, C Down during the game then fire a homing cluster at an enemy aircraft.

DEBUG MODE

Hold Z and press Right, Left, Up, Down, A, B, Start when the 'Press Start' appears on the opening screen.

CHAMELEON TWIST

FIGHT LEVEL BOSSES

Pick up 20 crowns on each level and a box marked with a question mark will pop up on the level selection screen. This option will let you take on any of the level bosses without needing to play through the level each time.

INFINITE HEALTH

Follow these simple steps to gain infinite health!

1. Save the game to one of the data slots.
2. Exit the game.
3. Load the game and once again you'll have full energy.

CRUIS'N USA

HIDDEN CARS

On the car select screen, press and hold: C Up, C Left, C Down. You can now select the police car, jeep and school bus.

DECAPITATED HEAD

Get a good time and after inputting your initials, move the list to the bottom and wait for 30 seconds. A severed head will appear on the conveyor belt. This means more cheats are now available.

SPEED-UP

During a race press brake, brake, accelerate, brake and accelerate. This gives you a speed boost.

ACCESS ALL LEVELS

On the course select screen, hold

down the following button combos:

Golden Gate Park

C Left, C Down and L.

Indiana

Yellow top, C Right and L.

San Francisco

C Right, C Down and L.

Flashing Lights

To turn on the sirens and lights on the police car and school bus, perform the head trick then during the race, press the brake and accelerate repeatedly.



CRUIS'N WORLD

SPEED BOOST

While racing quickly press A twice to perform a wheelie and speed up.

TURBO START

Hold down your accelerator when the starter says 'set'.



SECRET CARS

Select practice championship mode and beat the following track times to access the secret cars.

TRACK	TIME	CAR
Australia	1:49	Surgeon
China	1:14	Enforcer
Egypt	1:07	School Bus
England	1:46	Bulldog
France	2:15	Tommy
Germany	2:27	New York Taxi
Hawaii	3:47	Monster
Japan	2:48	Rocket
Kenya	2:06	Conducto
Mexico	1:46	Howler
New York	2:11	Grass Hopper
Russia	1:58	Rocket

DUKE NUKEM

ENABLE PAL CHEAT MENU

On the main menu press Left, Down, L, L, Up, Right, Left, Up. The cheat menu will now be accessible. All cheats can be turned on or off from here.

ALL ITEMS

Enable the cheat menu then press R, C Right, Down, L, C Up, Left, C Right, Left. You'll hear a gunshot if you entered the code correctly.

INVINCIBILITY

Enable the cheat menu then press R, C Right, R, L, R, R, Left. You'll hear an explosion if you entered the code correctly.

NO MONSTERS

Enable the cheat menu then press L, C Up, Left, C Down, Right, Left, Right. You'll hear a monster roaring if you entered the code correctly.

LEVEL SELECT

Enable the cheat menu then press R, L, R, C Down, Right, Up, Left, C Up. You'll hear a monster howl if you entered the code correctly. It will then be possible to select any level you want from the cheat menu during play.



DIDDY KONG RACING

PLAY AS DRUMSTICK

Obtain all the amulet pieces and the four gold trophies.

Return to the central area and look a green guy sporting some red feathers. Run him over to enable Drumstick.



JOINTVENTURE
DOUBLEVISION
FREEFORALL
FREEFRUIT
VITAMINB
ZAPTHEZIPPERS
NOYELLOWSTUFF
BYEBYEBALLOONS
TIMETOLOSE
BOGUSBANANAS
BODYARMOR
ROCKETFUEL
BOMBSAWAY
OPPOSITESATTRACT
TOXICOFFENDER
ARNOLD
TEENYWEENIES
OFFROAD
BLABBERMOUTH
JUKEBOX
WHODIDTHIS

PLAY AS TT

Beat him in every race on Time Trial mode. If you've done it he'll tell you to 'try the next race'. Beat all TT's times, and you'll be able to play as him!

MAGIC CODES

Enter the codes below on the Magic Codes screen for various effects. Once the codes have been entered, they can be turned on or off by accessing the 'code list' screen. Some of them will work in Adventure mode, others will only have an effect in Tracks mode.

Co-operative two-player Adventure mode.
Everyone can select the same player.
Maximum power-up on pick-ups.
Start race with ten bananas.
No limit to number of banana power-ups.
Remove zippers from the track.
No bananas on track.
No balloons (ie weapons) on track.
Ultimate AI characters.
Bananas reduce speed instead of boosting it.
All balloons are yellow shield balloons.
All balloons are blue boost balloons.
All balloons are red rocket balloons.
All balloons are magnetic rainbow balloons.
All balloons are green drop-behind balloons.
Larger characters.
Smaller characters.
Four-wheel drive for more speed on rough terrain.
Instead of horn, the characters will burble incoherently.
Music menu.
View the credits without actually completing the game.



Magic Codes can be entered to change the various settings on this classic four-player racing game.



THE COMPLETE

A-Z
OF CHEATS

DOOM 64

LEVEL CODES

Level 02: cdp8 9bj2 68zt svk?
 Level 03: cxm8 9bjy 681t jvk?
 Level 04: ddk8 9bjt 683s 9vk?
 Level 05: dxh8 9bjp 685s 1vk?
 Level 06: fdf8 9bjk 687s svk?
 Level 07: fxc8 9bjf 689s jvk?
 Level 08: gd?8 9bc? 69br ?bk?
 Level 09: gx88 9bc6 69dr 2bk?
 Level 10: hd68 9bc2 69gr tbk?
 Level 11: hx48 9bcy 69jr kbk?
 Level 12: jd28 9bct 69lq ?bk?
 Level 13: jx08 9bcp 69nq 2bk?
 Level 14: kdy8 9bck 69qq tbk?
 Level 15: kxw8 9bcf 69sq kbk?
 Level 16: lft8 9bb? 69vp ?vk?
 Level 17: lyr8 9bb6 69xp 2vk?
 Level 18: mfp8 9bb2 69zp tvk?
 Level 19: mym8 9bby 691p kvk?
 Level 20: nfk8 9bbt 693n ?vk?
 Level 21: nyh8 9bbp 695n 2vk?
 Level 22: pff8 9bbk 697n tvk?
 Level 23: pyc8 9bbf 699n kvk?
 Level 24: qf?8 9bf? 6?bm ?bk?
 Level 25: qy88 9bf6 6?dm 2bk?
 Level 26: rf68 9bf2 6?gm tbk?
 Level 27: ry48 9bfy 6?jm kbk?
 Level 28: sf28 9bf6 6?ll ?bk?
 Level 29: sy08 9bfp 6?nl 2bk?
 Level 30: tfy8 9bfk 6?ql tbk?
 Level 31: tyw8 9bff 6?sl kbk?
 Level 32: vbt8 9bd? 6?vk 9vk?

BRING IT ON!

Level 02: cjpr 9bj1 68z? qvk?
 Level 03: c1mr 9bjx 681? gvk?
 Level 04: djkr 9bjs 6839 7vk?
 Level 05: d1hr 9bjn 6859 zvk?
 Level 06: fjfr 9bjj 6879 qvk?
 Level 07: f1cr 9bjd 6899 gvk?
 Level 08: gj?r 9bc9 69b8 8bk?
 Level 09: g18r 9bc5 69d8 0bk?
 Level 10: hj6r 9bc1 69g8 rbk?
 Level 11: h14r 9bcx 69j8 hbk?
 Level 12: jj2r 9bcs 69l7 8bk?
 Level 13: j10r 9bcn 69n7 0bk?
 Level 14: kjyr 9bcj 69q7 rbk?
 Level 15: k1wr 9bcd 69s7 hbk?
 Level 16: lktr 9bb9 69v6 8vk?
 Level 17: l2rr 9bb5 69x6 0vk?
 Level 18: mkpr 9bb1 69z6 rvk?

Level 19: m2mr 9bbx 6916 hvk?
 Level 20: nkkr 9bbs 6935 8vk?
 Level 21: n2hr 9bbn 6955 0vk?
 Level 22: pkfr 9bbj 6975 rvk?
 Level 23: p2cr 9bbd 6995 hvk?
 Level 24: qk?r 9bf9 6?b4 8bk?
 Level 25: q28r 9bf5 6?d4 0bk?
 Level 26: rk6r 9bf1 6?g4 rbk?
 Level 27: r24r 9bfx 6?j4 hbk?
 Level 28: sk2r 9bf5 6?l3 8bk?
 Level 29: s20r 9bf9 6?n3 0bk?
 Level 30: tkyr 9bfj 6?q3 rbk?
 Level 31: t2wr 9bfd 6?s3 hbk?
 Level 32: vgtr 9bd9 6?v2 7vk?

I OWN DOOM!

Level 02: cnn8 9bj0 680t nvk?
 Level 03: c5l8 9bjw 682t dvk?
 Level 04: dnj8 9bjr 684s 5vk?
 Level 05: d5g8 9bjm 686s xvk?
 Level 06: fnd8 9bjh 688s nvk?
 Level 07: f5b8 9bjc 68?s dvk?
 Level 08: gn98 9bc8 69cr 6bk?
 Level 09: g578 9bc4 69fr ybk?
 Level 10: hn58 9bc0 69hr pbk?
 Level 11: h538 9bcw 69kr fbk?
 Level 12: jn18 9bcr 69mq 6bk?
 Level 13: j5z8 9bcm 69pq ybk?
 Level 14: knx8 9bch 69rq pbk?
 Level 15: k5v8 9bcc 69tq fbk?
 Level 16: lps8 9bb8 69wp 6vk?
 Level 17: l6q8 9bb4 69yp yvk?
 Level 18: mpn8 9bb0 690p pvk?
 Level 19: m6l8 9bbw 692p fvk?
 Level 20: npj8 9bbr 694n 6vk?
 Level 21: n6g8 9bbm 696n yvk?
 Level 22: ppd8 9bbh 698n pvk?
 Level 23: p6b8 9bbc 69?n fvk?
 Level 24: qp98 9bf8 6?cm 6bk?
 Level 25: q678 9bf4 6?fm ybk?
 Level 26: rp58 9bf0 6?hm pbk?
 Level 27: r638 9bfw 6?km fbk?
 Level 28: sp18 9bfr 6?ml 6bk?
 Level 29: s6z8 9bfm 6?pl ybk?
 Level 30: tpx8 9bfh 6?rl pbk?
 Level 31: t6v8 9bfc 6?tl fbk?
 Level 32: vls8 9bd8 6?wk 5vk?

WATCH ME DIE!

Level 02: csnr 9bjz 680? lvk?
 Level 03: c9lr 9bjv 682? bvk?

DARK RIFT

PLAY AS DEMITRON

On the title screen press A, B, R, L, C Down, C Up.

PLAY AS SONORK

At the title screen press L, R, C Up, C-Down, C Left, C Right.

CHARACTER	ENDING
Aaron	Up, C Left, R, Right, Down, R, R, C Left
Demonica	Up, C Left, R, Right, Down, R, R, C Up
Demitron	Up, C Left, R, Right, Down, L, L, C Down
Eve	Up, C Left, R, Right, Down, R, R, C Right
Gore	Up, C Left, R, Right, Down, R, R, C Down
Morphix	Up, C Left, R, Right, Down, R, R, B
Niiki	Up, C Left, R, Right, Down, R, R, A
Scarlet	Up, C Left, R, Right, Down, L, L, C Left
Sonork	Up, C Left, R, Right, Down, L, L, C Up
Zenmuron	Up, C Left, R, Right, Down, L, L, C Right

VIEW ENDINGS

Enter these codes on the title screen to see the characters' ending sequences.

IMPORT

DEADLY ARTS

PLAY AS REIJI

On the title screen press A, B, Right, Left, Right, Left, Down, Down, Up, Up to play as the final boss Reiji.

DIFFERENT OUTFITS

On the select character screen, hold the L button and press left or right on the digital pad to change the characters outfit.

PLAY AS GOURKI

On the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

IMPORT

FIFA: ROAD

DIFFERENT SCORING ANIMATION

Enter C Left, C Right, C Up, or C Down directly after a goal for a variety of scoring animations.

SMALL PLAYERS

Choose Vancouver as your team and enter KERRY on the player edit screen.

BIG HEADS

Choose Vancouver as your team and enter ANATOLI on the player edit screen.



Why ponce about with the pistol trying to find some health, when you can enter this ultimate code and have it all?



EXTREME G

ULTIMATE PASSWORD

On the password screen enter 81GGD5. This code will unlock all the regular tracks, both hidden bikes and the special hidden track.

WEAPONS

On the name selection screen (contest mode) Enter your name as 'arsenal'.

SLIPPERY ROAD

On the name selection screen (contest mode) Enter your name as 'banana'.

UNLIMITED TURBO

On the name selection screen (contest mode) Enter your name as 'nitroid'.

ROCK RACE MODE

On the name selection screen, Enter your name as 'roller'.

EXTREME SPEED

On the name selection screen (contest mode) Enter your name as 'xtreme'.

FISHEYE LENS

On the name selection screen (contest mode) Enter your name as 'fisheye'.

TRANSPARENT MODE

On the name selection screen (contest mode) Enter your name as 'ghostly'.

UPSIDE DOWN MODE

On the name selection screen (Contest mode) Enter your name as 'antigrav'.

WIREFRAME MODE

On the name selection screen (contest mode) Enter your name as 'wired'.



Fisheye mode makes this game even more difficult to play.

F-ZERO X

THE ULTIMATE CODE

On the Mode Selection screen press L, Z, R, C Up, C Down, C Left, C Right, Start. If you have entered the code correctly you should hear a chime. This gives you all the cars, all the tracks and the Master difficulty level.

SUPER-DEFORMED CARS

On the car selection screen press and hold L, R, C Up, C Right, C

Left, C Down and you will be able to play with smaller vehicles.

ALTERNATE COLOURS

Press the R button on the customise car screen and you can select a new colour for your vehicle.

LEADER TIMER

During a race press the L button to reveal the time difference between you and the race leader. The time will appear in the top right hand corner of the screen.

TO WORLD CUP '98

EDIT PLAYERS AND COLOURS

While on the EA Sports screen, enter A, B, A, B, B, B, A, Z.

BLACK & WHITE MODE

Choose Canada as your team and enter MARC on the player edit screen.

NO STADIUM

Increase the speed by choosing any team and entering CATCH22 on the player edit screen.

INVISIBLE PLAYERS

Choose Sheffield Wednesday as your team and enter WAYNE on the player edit screen.

NOISY CROWD

During the game, push various directions on the D-pad and the

crowd will then hurl abuse at the other team!

GHOST PLAYERS

Choose Slovakia as your team and enter LASKO on the player edit screen.

FIFA 64

FUNKY OPTIONS

After you've scored a goal and the scorer is doing a victory run, press Top C for horns, C Left for crowd noise, C Down for drums and C Right for a man who's yelling 'goal!'



EXTREME G2

When a cheat has been input correctly, you'll hear the word 'Extreme'.

WIPEOUT MODE

Enter 2064 as your name in Extreme Contest mode.

SPINNING SCREEN MODE

Enter SPIRAL as your name in Extreme Contest mode.

OVERHEAD VIEW

Enter SPYEYE as your name in Extreme Contest mode.

TURBO MODE

Enter XXX as your name in Extreme Contest mode.

UNLIMITED LASERS AND SHIELDS

Enter XCHARGE as your name in Extreme Contest mode.

UNLIMITED WEAPONS

Enter MISTAKE as your name in Extreme Contest mode.

UNLIMITED NITROS

Enter NITROID as your name in Extreme Contest mode.

BLURRED GRAPHICS

Enter FLICK as your name in Extreme Contest mode.

PIXELATED GRAPHICS.

Make your N64 look like an old 8-bit machine by putting in PIXIE on the name entry screen during an Extreme Contest.

WIREFRAME GRAPHICS

Enter LINEAR as your name in Extreme Contest mode.

TRON MODE

Enter NEUTRON as your name in Extreme Contest mode.

VENOM SUPERBIKE

To race as Hotra Toxic on the extra special Venom Superbike, simply achieve first place in the Atomic Contest.

WASP SUPERBIKE

Race through contest mode and come first on the Critical Mass difficulty setting to get possession of the Wasp.

F1 POLE POSITION

HIDDEN CAR

Complete and save the game as World Grand Prix Champion. Now restart the game and hold A+B when you see the wait while loading message appears.

CHANGE ENGINE

Complete and save the game as World Grand Prix Champion. On the driver select screen highlight a driver and press C Left or C Right to change the engine.

UNLIMITED FUEL

For this cheat select Grand Prix mode and change the fuel setting to 10%.



FLYING DRAGON TWIN

IMPORT

FIGHT AS BOKUCHIN

Simply take on and defeat Bokuchin during the game to access him as playable character.

RYUMAOU TOURNAMENT

You need to earn yourself no fewer than nine medals in order to play in the Ryumaou tournament.

FIGHT AS RYUMAOU

Succeed in the Ryumaou tournament and the character is yours to command!

EASIER DIFFICULTY LEVEL

If the game is a little too tough for you then move the cursor so that the 'Easy' difficulty option is highlighted. Then just repeatedly tap Left on the D-pad until 'Very Easy' appears.

FIGHTERS DESTINY

FIGHT AS USHI

Complete the game in Vs mode with Abdul. Select Rodeo mode. Remain undefeated for at least one minute. Ushi the cow will be available on the character selection screen.

FIGHT AS BORO

Complete the game in Vs mode on the Easy difficulty setting.

FIGHT AS THE MASTER

Complete the game in Vs mode with Ryuji. Select Master Challenge Mode and defeat all 12 opponents. The Master will be available on the character selection screen.

FIGHT AS ROBERT

Complete the game in Vs mode with Valerie. Select Fastest mode. Defeat all four opponents in a combined time of under one minute. Robert the Robot will be available on the character selection screen.



FIGHT AS THE JOKER

Complete the game in Vs mode with Pierre. Select Survival mode. Defeat all 100 opponents. The Joker will be available on the character selection screen.

FORSAKEN

LEVEL SELECT

On the opening screen, press A, R, Z, Up, Up, C Up, C Down, C Down. Use the D-pad to select your mission.

UNLIMITED NITRO

On the opening screen press B, B, R, Up, Left, Down, C Up, C Left.

PSYCHEDELIC MODE

On the opening screen press A, R, Left, Right, Down, C Up, C Left, C Down.

WIREFRAME MODE

On the opening screen press L, L, R, Z, Left, Right, C Up, C Right.

GORE MODE

On the opening screen press Z, Down, C Up, C Left, C Left, C Left, C Left, C Down.



INVULNERABILITY MODE

On the opening screen press A, Z, Z, Up, Left, C Left, C Left, C Down.

INVULNERABILITY

On the start screen (ie: where it shows the 'press start' message) press: A, Z, Z, Up, Left, C Left, C Left, C Down and your shield worries are over!

FREEZE ENEMIES

Pause the game then press R, Z, Right, Right, C Up, C Left, C Right, C Down.

INFINITE PRIMARY WEAPON

Pause the game then press A, R, Z, Right, C Up, C Right, C Down, C Down.

INFINITE SECONDARY WEAPON

Pause the game then press B, B, Z, Left, Left, C Up, C-Left, C-Right.

INFINITE SOLARIS

Pause the game then press B, L, L, Z, Up, Down, C Up, C Up.

There are loads of codes for this space age blaster. Input them on the opening screen and watch for the message confirming correct entry.

INFINITE TITANS

Pause the game then press A, B, L, Up, Up, C Up, C Up, C Left.

INFINITE WEAPON ENERGY

Pause the game then press L, Z, Left, Right, Down, Down, C Down, C Down.

INVISIBILITY

Pause the game then press A, Z, Z, Up, Left, C Left, C Left, C Down.

KILL ENEMIES IN ONE SHOT

Pause the game then press B, B, B, L, R, Left, Down, Down.

STEALTH MODE

Pause the game then press Up, Up, Up, Up, Right, Down, C Left, C Left.

SKIP CREDITS

To skip the credits, reset after the opening credits start.



F-1 WORLD GRAND PRIX

CREDITS AND GALLERY

Complete and win the championship on the Rookie difficulty setting, and the gallery and credits options will be available on the start screen.

BONUS TRACK

Enter Exhibition mode and select driver Williams then edit his last name to read: 'Vacation'. Return to the start screen and enter Exhibition mode again to find a bonus 'Hawaii' track with palm trees and even a volcano!

GOLD RACER

Enter Exhibition mode and select driver Williams then edit his last name to read: 'Pyrite'.

Return to the start screen and enter Exhibition mode again. The Team Extreme Gold driver will now be available to you in Time-Trial, Exhibition and Two-Player modes.

SILVER RACER

Enter Exhibition mode and select driver Williams then edit his last name to read: 'Chrome'.



Formula 1 World Grand Prix is by far the best racing game on the N64, use these cheats to help you go faster and look at some interesting options. Try to win the world championship and celebrate in style with a champagne shower.

Return to the start screen and enter Exhibition mode. The 'Team Extreme' Silver driver will now be available to you in Time-Trial, Exhibition and Two-player modes.



GLOVER

HOW TO ACTIVATE A CHEAT:

- 1) Enter a level and pause the game
- 2) Enter the cheat by deliberately and slowly pressing the yellow camera keys
- 3) After the cheat has been successfully entered, confirmation of the cheat will appear and the game will continue

OPEN PORTALS

Pause the game and press C Up, C Right, C Right, C Down, C Left, C Down, C Up, C Right.

LOCATE GARIBS

Pause the game and press C Left, C Up, C Right, C Down, C Left, C Up, C Left, C Left, .

INFINITE LIVES

Pause the game and press C Up, C Up, C Up, C Up, C Up, C Right, C Down, C Right.

INFINITE ENERGY

Pause the game and press C Right, C Right, C Down, C-Right, C Right, C Right, C Up, C Left.

ALL CHEATS OFF

Pause the game and press C Down, C Down, C Down, C Down, C Down, C Down, C Down, C Down.

POWERBALL

Pause the game and press C Up, C Down, C Up, C Down, C Up, C Down, C Left, C Up.

CONTROL BALL

Pause the game and press C Left, C Right, C Left, C Right, C Up, C Down, C Right, C Right.

ENEMY BALL

Pause the game and press C Left, C Down, C Up, C Right, C Left, C Left, C Down, C Down.

LOW GRAVITY

Pause the game and press C Left, C Left, C Up, C Left, C Right, C Up, C Up, C Up.



BIG BALL

Pause the game and press C Down, C Down, C Up, C Down, C Down, C Left, C Right, C Down.

FISH EYE

Pause the game and press C Left, C Right, C Left, C Right, C Left, C Right, C Left, C Right.

CAMERA ROTATE RIGHT

Pause the game and press C Left, C Right, C Up, C Up, C Down, C Right, C Down, C Right.

CAMERA ROTATE LEFT

Pause the game and press C Right, C Down, C Right, C Down, C Up, C Up, C Right, C Left.

MAD GARIBS

Pause the game and press C Down, C Right, C Down, C Up, C Left, C Down, C Left, C Up.

FROG SPELL

Pause the game and press C Down, C Left, C Down, C Down, C Left, C Down, C Up, C Left.

These codes will help you to keep your balls under control.

HERCULES

Pause the game and press C Down, C Down, C Down, C Left, C Left, C Down, C Right, C Left.

SPEED UP

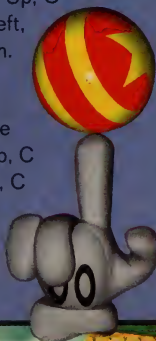
Pause the game and press C Left, C Left, C Right, C Up, C Right, C Left, C Down, C Down.

BOOMERANG BALL

Pause the game and press C Right, C Up, C Up, C Up, C Up, C Left, C Left, C Down.

FROGGY

Pause the game and press C Up, C Right, C Down, C Right, C Up, C Left, C Left, C Up.



GEX ENTER THE GECKO

TITANIC LEVEL

To access the Titanic level, simply follow these instructions: As you enter the start of the game, venture to the front of the first gate. At the top there should be an area that you can climb onto to reach the very top of the arch. Now jump onto the platform in

front of you and you will be warped to the Titanic level, Geques Cousteau.

Use these directions to find a secret level, then step into Leonardo's shoes and raid the Titanic.



GT64 CHAMPIONSHIP EDITION

TURBO START:

Press Accelerate immediately after the starting light turns yellow to get a turbo start.

REVERSED TRACKS:

Successfully complete Championship mode under the easy difficulty level.



This turbo start cheat will help you to get to the front of the pack. It's now up to you to stay there.

SELECT A TEAM



CHAMPIONSHIP

CAR SPEC
CHASSIS: BCHA33
SIZE (L/W/H mm): 4675/1800/1200
EMPTY VEHICLE WEIGHT(kg): 1200
WHEEL BASE (mm): 2720
TYRES (F/R mm): 1560/1535



SELECT A TEAM



SELECT A TEAM



GOLDENEYE

EXTRA WEAPONS

Beat the final mission (including the secret levels) on each of the difficulty levels to receive a permanent new weapon.

Agent: Cougar Magnum
Secret Agent: Moonraker laser
00 Agent: Golden Gun

SECRET LEVELS AND CHARACTERS

Complete the game on the Agent level to access the secret characters in the deathmatch mode (including Jaws, Mayday, Oddjob and Baron Samedi). Complete the game on Secret Agent level to open up the hidden Aztec level. Complete the game on 00 Agent level to open up the Egyptian Crypt level. Beat this on 00 level to access the 007 mode, which also includes a level editor! Once the Bunker 2, Archive and Caverns levels have been beaten in Agent mode, they will become accessible in multiplayer games.

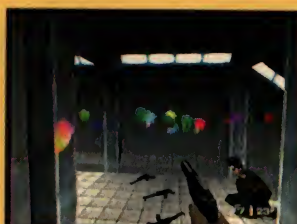
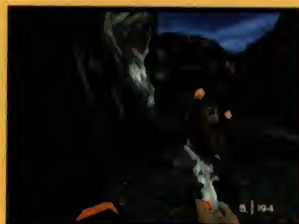
HIDDEN WEAPONS

On the Train level, blow up the last box at the far end of the

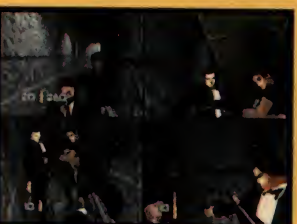
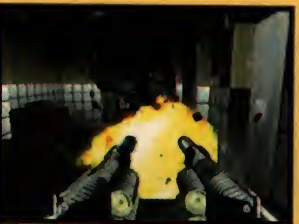
start room for a hidden RCP-90. On the Water Caverns level, blow up the boxes in the radio room. One of the boxes will spew out more boxes. Keep blowing them up and eventually you'll get two assault rifles.

EXTRA PLAYERS IN MULTIPLAYER MODE

On the character selection screen move your cursor to highlight the last character available then press the following buttons.
Hold L and R, then press C Left and release
Hold L, then press C Up and release
Hold L and R, then press Left on D-Pad and release
Hold L, then press Right on D-Pad and release
Hold R, then press Down on the D-Pad and release
Hold L and R, then press C Left and release
Hold L, then press C Up and release
Hold L and R, then press Right on the D-Pad and release
Hold L and R, then press C Down and release
Hold L, then press Down on the D-Pad and release



LEVEL	CHEAT	DIFFICULTY	TIME
Dam	Paintball	SA	2:40
Facility	Invincibility	00	2:05
Runway	Donkey Kong	A	5:00
Surface	Grenade launcher	SA	3:30
Bunker	Rocket launcher	00	4:00
Silo	Turbo Bond	A	3:00
Frigate	No radar (multiplayer)	SA	4:30
Surface 2	Mini Bond	00	4:15
Bunker 2	Throwing knives	A	1:30
Statue Park	Turbo animation	SA	3:15
Archives	Invisibility	00	1:20
Streets	Rockets	A	1:45
Depot	Slow animation	SA	1:30
Train	Silver PP7	00	5:25
Jungle	Hunting knives	A	3:45
Control	Infinite ammo	SA	10:00
Caverns	Twin RCP90s	00	9:30
Cradle	Golden PP7	A	2:15
Aztec	Moonraker lasers	SA	9:00
Crypt	All weapons	00	6:00



Finish Goldeneye on Agent level (including the secret levels) to receive some new permanent weapons, including this Magnum.

INTERNATIONAL SUPERSTAR SOCCER 64

HIDDEN TEAMS

On the title screen press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A then hold Z and press Start. The phrase "What an incredible comeback!" will confirm correct code entry.

Six all-star teams will now be available for you to choose from the team selection screen.

BIG-HEAD PLAYERS

On the title screen press C Up,

C Up, C Down, C Down, C Left, C Right, C Left, C Right, B, A then hold Z and press Start.

PLAY AGAINST THE WORLD STARS SECRET TEAM

Complete the game on any difficulty setting.

FIVE HIDDEN TEAMS

To access the five secret teams Defeat the World Stars.

IGGY'S WRECKIN' BALLS

CHEAT MENU

On the start screen press R + Z alternately to open up the cheat menu. Once the Cheat Menu is open you can the input the following codes to access the cheats.

happyheads	Unlock All Secret Characters
theuniverse	Unlock All Secret Worlds
jumparound	Enable Level Select (pause game)
swopshop	Mix 'n' Match.
rolfharris	Pencil Sketch Mode
toomuchpie	Fat Balls!
microballs	Small Balls!
2roktoo	Uses Turok 2 'dynamic' code
light - wow!	Lighting cheat
iceprincess	All Surfaces Ice
goeeygoogoo	All Surfaces Slime
bomberball	Only Bombs for Power Ups
1hitwonder	One hit & you're out!
Toomuchfun	Bizarre Bouncy Physics
imallout	No Power Ups
nonstop	Permanent Turbo Action
nogoodie	Goodies (Power Ups) are Replaced With Bombs
2times	Double Length Turbo Roll
shootshot	All Blue Projectiles for Power Ups
ohmy	Obnoxious Particle FX
gobaby	Full Turbo's



ISS '98

BONUS TEAMS:

On the title screen press Up, C Up, Up, C Up, Down, C Down, Down, C Down, Left, C Left, Right, C Right, Left, C Left, Right, C Right, B, A, then hold Z and press Start.

BIG HEADS:

On the title screen press C Down, C Down, C Up, C Up, C Right, C Left, C Right, C Left, B, A, then hold Z and press Start.

ADDITIONAL HEADS:

Complete the International Cup at a difficulty setting of 4 or higher, then enter the player creation screen. Press L at the head select screen to find a wide choice of strange new heads.

PLAYER TRICKS:

Hold C Left during game play to perform various tricks.



KNIFE EDGE NOSE: GUNNER

HARD DIFFICULTY

When the Kemco logo appears on screen hold L, R and C Up, then press C Right, C Left, and B.



JEOPARDY

MORE MONEY

For more money press L, R, L, L, L, L, R, C Down, C Up.

KOBE BRYANT IN NBA COURTSIDE

PLAY HIDDEN TEAMS

On the main menu, hold L and select a Pre-Season game by pressing A.

If you now scroll right you'll find three new teams: the Nintendo 'Plumbers', the N64 'Gamers' and the Left Field 'Lefties'.

HANG ON THE BASKET

After executing a two-handed dunk, hold B and your player will hang on the rim of the basket. Don't hang on too long or a technical foul will be awarded.

VIEW REPLAY

Hold B and Z after you score to view an instant replay of the basket. For an alternate Replay Angle hold down B during an instant replay.

BIG HEAD MODE

Begin a game in any mode and press Start to pause it, then press the following buttons: Right, Right, Left, R, Z, Start, A, Start, A, Start, Z.

DISCO FLOOR CODE

Begin a game in any mode and press Start to pause it then press the following buttons: A, C Up, Down, Up, C Down, R, R, B, C Right, C Right, Z



KILLER INSTINCT GOLD

OPEN ALL OPTIONS

Press Z, B, A, L, A, Z on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

ALL CHARACTER COLOURS

To get all training colours at once, wait for the profiles to come up and press Z, B, A, Z, A, L. You'll hear "Welcome" if you've done it right

PLAY AS GARGOS

Wait until the character profiles appear and press Z, A, R, Z, A, B. Gargos will laugh if it's worked.

FINAL CCREDITS

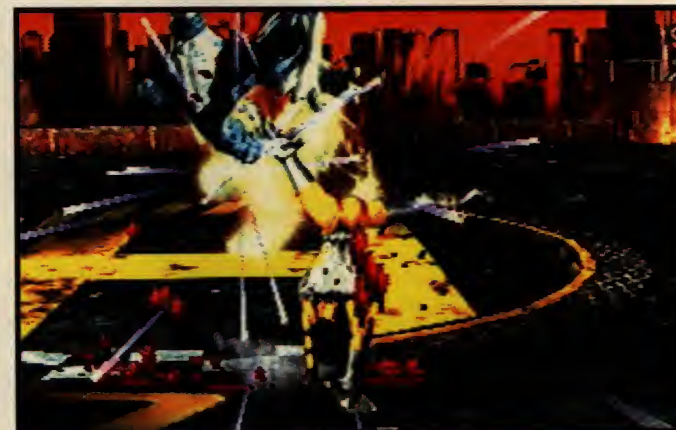
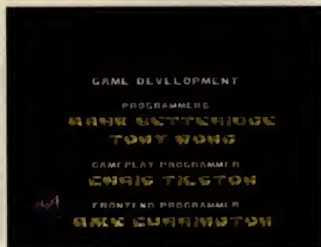
When the character profiles appear, press Z, L, A, Z, A, R.

PLAY ON SKY LEVEL

Go to the character select screen in two-player mode - in order to do this you must have two joypads connected.

Push down on the analogue stick and press C Down simultaneously on both of the joypads. This will allow you to play on a level which is high above the clouds.

These cheats enable you to open the secret characters and use your combo skills to the max!



MADDEN 64

VIEW ENDING

Switch on the N64 and hold L, R and Z when the EA logo appears to watch the end sequence.

TEAM TIBURON

In Season mode, go to the front office, select the 'create player' option and enter his name as 'Tiburon'. You can now select this team of giants in Exhibition mode!

EA STADIUM

If you want to play at a hidden stadium, enter SAN MATEO on the Create Player screen. You'll now be able to play at Electronic Arts' own ground!

EXTRA TEAMS

On the Create Player screen, enter the following names to access hidden teams.
SIXTIES - Players from the Sixties.
SEVENTIES - Players from the Seventies.
EIGHTIES - You'll never guess.

ALL-TIME MADDEN TEAM

Enter the name AT_MADDEN (the underscore denotes a space).

MADDEN NFL '99

Open 'New Code' option in the code entry screen, then enter a code. Highlight the 'Add Code' option and press A to display the new code at the bottom of the screen.

TEAM

NFC Pro Bowl
AFC Pro Bowl
All-Madden
All-Time Stat Leaders
60s Greats
70s Greats
80s Greats
90s Greats
All-Time Greats
75th Anniversary Team
NFL Equipment Team
1999 Cleveland Browns
EA Sports
Tiburon
Tiburon Stadium
EA Sports Stadium
Tomato quarterback

CODE

BESTNFC
AFCBEST
BOOM
IMTHEMAN
PEACELOVE
BELLBOTTOMS
SPRBWLSHUFL
HEREANDNOW
TURKEYLEG
THROWBACK
GEARGUYS
WELCOMEBACK
INTHEGAME
HAMMERHEAD
OURHOUSE
EASTADIUM
SPLAT

DANCING REFEREE:

Press B(2), A, C-Up at the coin toss screen.

MILO'S ASTRO LANES

IMPORT

MEGA BALL:

During your throw press Left, Left, Right, Right, Left, Right to throw a giant ball. A sound will confirm the code has been entered correctly.

WHITE DWARF BALL:

During your throw press Right, Right, Right, Left, Left, Left, to throw an extra heavy ball. A sound will confirm the code has been entered correctly.

TURBO BALL:

During your throw press Right, Right, Left, Left, Right, Left for an extra forward boost. A sound will confirm the code has been entered correctly.

MANY BALLS:

During your throw press Left, Left, Left, Right, Right, Right to throw three balls instead of one. A sound will confirm the code has been entered correctly.

IMPORT

THE COMPLETE

A-Z OF CHEATS

MACE: THE DARK AGE

CHANGE CHARACTER COSTUMES

Highlight the character you want to use and press L or R, C Up, C Down, C Left, and C Right for five different colour costume s.

TO PLAY TWO-PLAYER PRACTICE MODE

Highlight Practice on the menu screen and press Start simultaneously on both of the controllers. Select the desired characters, and then knock each other about for as long as you like.

FIGHT AS GAR GUNDERSON, THE WAR MECH OR ICHIRO

When the first screen appears when you turn the power on, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

SELECT START STAGE

Highlight the desired fighter on the character selection screen and press the Start button four times to compete on their home stage, then select the character you want to fight and begin.

BONUS STAGES

Highlight each of the characters listed in order and press Start every time, then select the character you want.



FIGHT AS POJO THE CHICKEN

Successfully perform Taria's execution. Then begin another match and highlight Taria, hold the Start button down on the selection screen and Pojo will appear. Without releasing Start, press a Quick button to select Pojo. If you're in two player select mode, they can do the same thing and it'll be Pojo against Pojo!

FIGHT AS GRENDAL

Win three times in two-player mode, then on the select screen for the fourth match, highlight the Executioner, hold Start and Grendal appears. Don't release start, and press Quick to select Grendal.

FIGHT AS NED THE JANITOR

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Deimos, then move to Xiao Long and press Quick to play as a janitor!

HEAD SWAP

On the character selection screen, press Start on each of the following characters in turn; Al-Rashid, Takeshi, Mordos Kull, Xiao Long, Namira.

PINK SLIPPERS

On the character selection screen, press Start on each of the following characters in turn; Ragnar, Dregan, Koyasha. When you choose a fighter, he or she will engage in combat wearing fuzzy rabbit slippers!

These cheats give you access to all the extra characters. A few strange things can happen on this game.

MORTAL KOMBAT TRILOGY

RANDOM CHARACTER

On the character select screen, put the cursor over Noob Saibot and press Up and Start simultaneously for a completely random selection.

CHOOSE BATTLE ARENA

On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will then occur. You will then be able to select the course.

PLAY AS MOTARO

On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press A and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

PLAY AS SHAO KAHN

On the Rooftop or Pit 3, press Down on the analogue stick and press A and B before the start of the bout. Shao Kahn will appear.

PLAY AS KHAMELEON

On the Star Bridge stage, when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty!" just press Down and Start before he vanishes from whence he came. You'll then have the opportunity to battle our poorly-spelt chum

FIGHT AS HUMAN SMOKE

Choose Cyber-Ninja Smoke as a character. Then hold g + HP + HK + Run + Block before the 'Fight' screen appears or inbetween rounds.

ENABLE BOTH RED AND BLUE ? MENUS

During the story screen, press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now the red and blue question mark menus will be available to provide the following options:

RED QUESTION MARK MENU

Freeplay	ON/OFF
Fatality Time	ON/OFF
Collision Boxes	ON/OFF
One Round Matches	ON/OFF

BLUE QUESTION MARK MENU

Level Select	ON/OFF
Throwing	ENABLED/DISABLED
Unlimited Run	ENABLED/DISABLED
Bloody Kombat	ON/OFF
Human Smoke	ON/OFF
Khameleon	ON/OFF

UNLIMITED CREDITS

During the story screen, press ↓, ↓, ↑, ↑, ⇄, ⇄, ⇄, ⇄. A sound will confirm that the code has worked. Now after the next match is lost, the word 'Freeplay' will appear in the remaining Credits window.

EXTRA OPTIONS

During the Kombat mode selection screen, press a + Start. Now new options to disable timer, blood, aggressor and combos will appear.

BONUS GALAGA-TYPE GAME

If you persevere and fight 100 two-player matches consecutively, a game called Land Of Rellim will begin.

BONUS PONG GAME

Not quite as gruelling, but if you fight 50 two-player matches consecutively, a bonus game of Pong will start running.

BONUS SPACE INVADERS-TYPE GAME

Press Z when an object appears over the moon on the pit stage of a two-player match. The sound of a bell will confirm that the code has worked. The winner of that round will play Invaders From Space.

Blood, Gore and great fighting action is always a must with Mortal Kombat. Here are some codes to access secret characters and levels.



MYSTICAL NINJA STARRING GOEMON

FIGHT IMPACT BOSSES FROM MENU

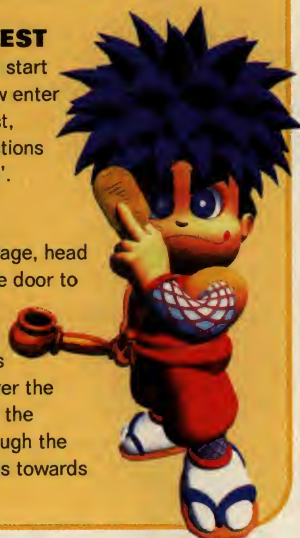
Find every silver fortune doll in the game (you'll now if you've got them all before you finish because your life gauge will be full). At the end of the game following the credits a fortune doll count will appear and a new option will be available on the options menu allowing you to play against the four Impact robots in sequence.

EXTRA SONGS IN SOUND TEST

Complete the game and then press the start button to return to the main menu. Now enter the options menu and select 'sound test, and you will then notice two new selections 'I am Impact', and 'Gorgeous my Stage'.

FOREVER FALLING GLITCH

Go to the main entrance to Festival Village, head down the stairs and then open the large door to your right. Walk across to the next large door and then enter the area with the drummer in. Walk up the stairs towards the drummer, and then leap over the edge to the slanted rock to the right of the staircase. At this point you will fall through the sloped floor and keep falling downwards towards the centre of the earth.



MISSION: IMPOSSIBLE

After the code has been accepted you'll hear the words "Ah that's better."

SILENCED WEAPON

On the mission select screen, press C-Up, L, C-Right, C-Left, C-Down.

INFINITE AMMO

On the mission select screen, press C-Up, Z, C-Left, Z, C-Left.

INVULNERABILITY

On the mission select screen, press R, Z, C-Down, R, R.

ROCKET LAUNCHER

On the mission select screen, press C-Up, L, C-Left, C-Right, C-Down.

TURBO MODE

On the mission select screen, press C-Up, Z, C-Up, Z, C-Up.

KID MODE

On the mission select screen, press C-Down, C-Up, R, C-Left, Z.

9MM PISTOL

On the mission select screen, press R, L, C-Down, C-Up, C-Down.

BIG-HEAD MODE

On the mission select screen, press C-Down, R, C-Up, R, C-Left.

Here are the cheat codes for the UK version of Mission: Impossible.



If you're getting bored pretending to be Tom Cruise, use these cheats to make life a little easier, or just for sheer amusement.

MORTAL KOMBAT 4

FIGHT AS MEAT

Choose 'Group Mode' and win as all 16 characters.

CHEAT OPTION

Highlight 'Continue' on the options screen then hold Run and Block until the cheat option appears.

FIGHT AS GORO

Select the 'Hidden' icon on the character selection screen. Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

FIGHT AS NOOB SAIBOT

Select the 'Hidden' icon on the character selection screen. Press Up, Up, Up, highlight Reiko's icon and press Run and then Block.

ALTERNATE COSTUMES

Rotate the select screen pictures twice in order to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

KOMBAT KODES

Input the following codes on the two-player 'Vs' screen where the character pictures are displayed facing each other. There are two three-digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The numbers indicate how many times you must press Low Punch, Block and Low Kick respectively:

001 001	Unlimited Run
002 002	Weapon Kombat
010 010	Disable Maximum Damage
012 012	Noob Saibot
020 020	Red Rain
050 050	Explosive Kombat
100 100	Throwing Disabled
110 110	Maximum Damage and Disabled Throws
111 111	Free Weapon
123 123	No Power
222 222	Random Weapons
321 321	Big Head mode
333 333	Random Kombat
444 444	Armed and Dangerous
555 555	Many Weapons
666 666	Silent Kombat



These cheats will allow you to access all the hidden characters and the cheat menu. From this menu you can turn blood/fatalities on or off also some handy secrets that allow you to perform the gory moves very easily.

MULTI RACING CHAMPIONSHIP

GUARANTEED VICTORY

If you want to win the race every time, choose Kingroader and adjust the aerodynamics so that the maximum speed is 205kph. You'll hardly ever skid (even on snow), which will allow you to out-pace even cars that should be much faster than you.



HIDDEN ROUTE

The Downtown track has a hidden route, which can massively reduce your time. At the top of the hill that leads to the waterfall, there is a tree, drive through the tree to easy street!

Use these cheats to win every track and uncover hidden short cuts.



MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

SKIP TO QUAN CHI

As Sub Zero dies before a checkpoint, hold down A.

SKIP TO SHINNOK

As Sub Zero dies before a checkpoint, hold down B.

DEFEATING SHINNOK

When Shinnok uses an attacking move his amulet glows. When

this happens use an Ice Blast to freeze him.

To complete your mission you will need to be quick. Turn around and run for the teleport behind you, then you will appear behind Shinnok.

Get close and press the A button to steal his amulet. Now enter the Gateway and return to earth.

THE MOVES

3 Hit Combo

HK, HK, Back + HK

6 Hit Combo

HP, HP, LP, HK, HK, Back + H

FATALITY

Spine Rip

F, D, F HP (Stand Close)

LEVEL CODES

Level 2 Wind

THWMSB

Level 3 Earth

CNSZDG

Level 4 Water

ZVRKDM

Level 5 Fire

JYPPHD

Level 6 Prison

RGTKCS

Level 7 Bridge

QFTLWN

Level 8 Fortress

XJKNZT

CHEAT CODES

Urns of Life

NXCVSZ

1000 Lives

GTTBHR

Exploding Rock Boss

RCKMND

End Credits

CRVDTS

Fortress + 20,000 Ex

ZCHRRY

Invincibility

TDFCLT

SPECIAL MOVES

Ice Blast

D, F + LP

Ice Slide

BL + B + LP + LK

Directional Ice Blast

D, F + HKD, B + LK

Flying Ice Blast

D, F + LP (When Jumping)

Ice Clone

D, B + LP

Ice Shatter

Freeze any opponent twice and you will can shatter them with an uppercut.

Power Ice Slide

BL + B + LP + LK

Freeze on Contact

D, F, F + HP

Polar Blast

F, B, B + HP

MIKE PIAZZA'S STRIKE ZONE

CHEAT MENU

On the pre-game menu enter L, R, L, R. You'll need to activate this code before any of the others will work. Then enter all the other codes on the pre-game menu, too.

Bonus Stadium

Right, A, C Up, L, A.

Always Hit Home Runs

L, A, Down, Right.

Crazy Ball

C Right, A, Z, B, A, L, L.

Crazy Pitches

C Right, A, Z, C Up, R, B.

Varied Pitches

C Right, A, Z, C Up, R, L.

Easy Steals

C Left, A, Down, C Up, Z.

Aluminum Bats

R, A, Z, B, A, L, L.

Red Bats

R, Down, B, A, Right.

Blue Bats

B, L, B, A, Right.

Psychedelic Bats

Z, B, R, A.

Low Gravity

Up, R, A, L.

Increased Gravity

Up, Down, L, Up, R.

Fast Game

L, A, Z, R, B, A, L, L.

Slow Game

On the pre-game menu enter

Up, L, L, B, A, L, L.

Alternate Sky

C Right, A, Z, C Up, L, R, Z.

Bonus Teams

C Right, A, Down, Left.

Hidden Message

C Up, R, B, B.

View Credits

R, A, Z, R, C Right, A, B.

NASCAR 99



PLAY AS BOBBY ALLISON

Enter the Championship Season and race over 200 laps around the Charlotte track and be placed in the top five.

PLAY AS ALAN KULWICKI

Enter the Championship Season and race over 200 laps around the Bristol Day track and be placed in the top five.

PLAY AS BENNY PARSONS

Enter the Championship Season and race over 200 laps around the Richmond track and be placed in the top five.

PLAY AS CALE YARBOROUGH

Enter the Championship Season and race over 200 laps around the Darlington track and be placed in the top five.

PLAY AS DAVEY ALLISON

Enter the Championship Season and race 200 laps around the Talladega track and place in the top five.

PLAY AS RICHARD PETTY

Enter the Championship Season and race over 200 laps around the Martinsville track and place in the top five.

NHL 99

CHEAT CODES

Enter these codes on the password screen.

BIGBIG Big players

BRAINY Big heads

FAST Faster gameplay

GOAL SOUNDS

After scoring a goal press the Z button to hear different sounds

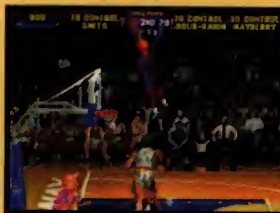


Here's a few great codes for NHL '99. If the game is out there then 64 SOLUTIONS has got the best cheats.

NBA IN THE ZONE 98

EASY FREE THROWS

Repeatedly push the analogue stick upwards when you are about to take the throw, and the shot indicator will then slow down.



Help is on hand if you are having difficulty in hitting the basket from the free throw line.

NFL QUARTERBACK CLUB '98

CHEAT MODE

Enter the codes (in the box below) on the cheat menu screen for the desired result. Correct code entry will be confirmed by a tone.

Even if you don't understand the basics of the game that came from across the pond, the codes below should make for an interesting game.



EFFECT

Eight downs
Tall, thin players
Expert defence
Strong receivers
Longer dives
Spinning receiver
Top quarterback
Longer jumps
Slow motion
Fumble mode
Repeated fumbles
Short players
Instant passing
Disable cheats
Lousy defence
Lousy offence
Ball tipped when passing
Repeated dives
No tackles
Crawling players
Lousy players
Sledge mode
100-yard passes, kicks, and punts
Always tackle
Expert players
Speedy running
Acclaim and Iguana teams
No fumbles
Lousy quarterback
Electric football mode
Max discipline & awareness stats

CODE

8DWNDRV
BBMNTBL
BGBFYDF
BGBFYFF
BGSPRDV
BGTWSTRS
BRDWYNMTH
CRLLWYS
FRMBYFRM
GTNHNDS
GTNHNDS
JPNSMWR
LDSTRTRK
LLCHTSFF
LLDFSCCK
LLFFSCCK
LWYSTPSS
MNFLDMD
NBCTCKLS
PBYBYMD
PWHYRMN
SNWSLDS
SPRBGRMS
SPRDPRTCKL
SPRTMMD
SPRTRBMD
STNTXTM
TGHTGRP
TRNTDLFR
YLCTRCFB
YNSTYNS

NFL BLITZ

BONUS PLAYERS

Enter these codes at the Enter Initials screen.

CHEAT CODES

Enter these codes on the Matchup screen. (see below)

ONSIDE KICK

To perform an onside kick, hold Up + A + B + Z, before you kick off.

LATERAL PASS

To lateral the ball back to a player on your team, point the

control pad in the direction of the player and press the pass button to throw the football.

CONTROL WEATHER

Enter these codes on the Matchup screen.

Clear	2-1-2 Left
Rain	5-5-5 Right
Snow	5-2-5 Down
Fog	0-3-0 Down
Thick Fog	0-4-1 Down
White Christmas	5-0-5 Down

BONUS PLAYERS

Name	Code
Julia	1234
Turmell	0322
Sal	0201
Jason	3141
Jenifr	3333
Daniel	0604
Japple	6660
Root	6000
Luis	3333
Mike	3333
Gentil	1111
Brain	1111
Forden	1111
Skull	1111
Carlton	1111
Shinnok	8337
Raiden	3691
Thug	1111
Van	1234
Billz	0526
Zz	1221

Name	Code
Jimk	5651
Marka	1112
Ed	3246
Todd	1122
Mitch	4393
John	5158
Josh	4288
Ryan	1029
Beth	7761
Brian	0818
Grinch	2220
Paulo	0517
Lt	7777
Nico	4440
Gatson	1111
Guido	6765
Rog	8148
Monty	1836
Shun	0530
Gene	0310
Paula	0425

CHEAT CODES

Big Players
Big Head Team
Blood-5-0
Passes
Headless Team
Hide Name
Football
Huge Head
Hyper Blitz
Hyper Turbo
Invisible
Invisible Qtrback
Late Hits
More Speed
Night Game
No CPU Assistance
No First Downs
No Fumbles
No Head
No Interceptions
No Out Of Bounds
No Punting
No Random Fumbles
Power Blockers
Power Defense
Powerup Blockers
Powerup Defense
Powerup Speed
Powerup Teammates
Random Plays
Show Field Goal %
Show More Field
Smart CPU
Super Field Goals
Tiny Players
TournamentMode
Turn Off Stadium
Unlimited Turbo

1-4-1 Right
2-0-3 Right
Up Fast
2-5-0 Left
1-2-3 Right
1-0-2 RightHuge
0-5-0 Right
0-4-0 Up
5-5-5 Up
3-2-0 Left
4-3-3 Up
3-4-2 Left
0-1-0 Up
4-0-4 Left
2-2-2 Right
0-1-2 Down
2-1-0 Up
4-2-3 Down
3-2-1 Left
3-4-4 Up
2-1-1 Left
1-5-1 Up
4-2-3 Down
3-1-2 Left
4-2-1 Up
3-1-2 Left
4-2-1 Up
4-0-4 Left
2-3-3 Up
1-1-5 Left
0-0-1 Down
0-2-1 Right
3-1-4 Down
1-2-3 Left
3-1-0 Right
1-1-1 Down
5-0-0 Left
5-1-4 Up

NAGANO OLYMPIC HOCKEY '98

CONTINUAL FIGHTING

Make sure that the 'Fighting' selection is highlighted on the options screen, hold L and then press

C Right, C Left, C Left, C Right, C Down, C Up, C Up, C Down, C Left, C Right, C Right, C Left, C Right, C Left.

CHANGE PLAYER APPEARANCE

On the options screen press C Left + R, C Down + R or C Up + R. Adjust the first six bits of the 16-bit register to alter the game by pressing:

C Down + R to alter 1 and 2
C Left + R to alter 3 and 4
C Up + R to alter 5 and 6

REGISTER

EFFECT

100000	Squat players.
010000	Squat players, big heads.
110000	Squat players, small heads.
001000	Squat players, small announcer's voice.
000100	Big players, big announcer's voice.
000010	Squat players, small announcer's voice.
000001	Stretched players, big announcer's voice.
110110	Big players, small heads, big announcer's voice
010010	Squat players, big heads, small announcer's voice
010101	Big players, big heads, big announcer's voice
010001	Stretched players, big heads, big announcer's voice

THE COMPLETE A-Z OF CHEATS

NBA HANGTIME

DUPLICATE PLAYERS

Enter any of the following codes as your name and use the PIN 0000 to access them.

Ahrdwy (Penny Hardaway)
Cliffr (Cliff Robinson)
Davidr (David Robinson)
Dream (Hakeem Olajuwon)
Elliot (Sean Elliot)
Ewing (Patrick Ewing)
Glenrr (Glenn Robinson)
Ghill (Grant Hill)
Hgrant (Horace Grant)
Johnsn (Larry Johnson)
Kemp (Shawn Kemp)
Kidd (Jason Kidd)
Malone (Karl Malone)

Miller (Reggie Miller)
Motumb (Dikembe Mutumbo)
Mourng (Alonzo Mourning)
Mursan (Gheorghe Muresan)
Pippen (Scottie Pippen)
Rodman (Dennis Rodman)
Rice (Glen Rice)
Smits (Rik Smits)
Stackh (Jerry Stackhouse)
Starks (John Starks)
Webb (Spud Webb)
Webber (Chris Webber)



Enter the code below and you will be able to clone the best players to play on your team.



Customise your team with the bizarre 'ridiculous hair' cheat, though Dennis Rodman's been doing it for years.

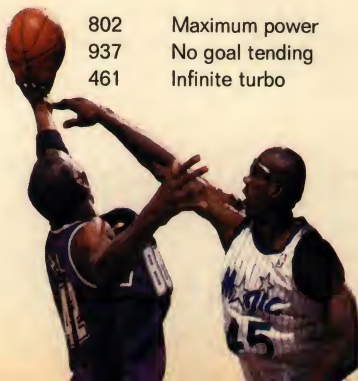
RIDICULOUS HAIR

Selected Dennis Rodman and keep pressing the Pass button to change the colour of his hair.

OTHER CODES

Enter the following codes on the 'Tonight's Matchup' screen, using A to alter the first digit, C Down to alter the second digit, and C Right to alter the third digit.

025	Baby players mode	802	Maximum power
048	No music	937	No goal tending
111	Tournament mode	461	Infinite turbo
120	Turbo passing		
273	Stealth turbo		
284	Maximum speed		
390	No shoving		
552	Hyper speed		
616	Increase blocking power		
709	Fast stealing		



NHL BREAKAWAY '98

CHEAT MENU

To bring up the cheat menu, bring up the main menu and press C Left, C Right, C Left, C Right, R, R. The cheat menu option will appear. On the cheat menu, you can change the player type and size for both teams, change the ref size, access a sound test menu, change the house rules, enable big checking, increase the likelihood of the rink glass shattering, and increase the chances of equipment being lost.

PLAYER INSPECTION

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, or C Right.

REMOVE OPPOSING GOALIE

Press Start during play and select the game options menu which is followed by the game settings menu.

Select the 'Controller Set-up' option and move your controller across so that you're commanding the other team.

Select the 'Pull Goalie' option from 'Team Options' and use 'Controller Set-up' again to switch the teams back and resume the game, leaving the CPU's goal untended!

Alternatively, if you're losing really badly, just select 'Controller Set-up' and switch teams for good.

OFF-ROAD CHALLENGE

FOUR EXTRA TRUCKS

Punisher Truck:

Tap C Down on the vehicle selection screen.

4x4 Monster Truck:

Tap C Up on the vehicle selection screen.

Thunderbolt Truck:

Tap C Left on the vehicle selection screen.

Crusher Truck:

Tap C Right on the vehicle selection screen.

EXTRA TRUCKS

Punisher Truck: Tap C Down on the vehicle selection screen.

4x4 Monster Truck: Tap C Up on the vehicle selection screen.

Thunderbolt Truck: Tap C Left on the vehicle selection screen.

The Crusher Truck: Tap C Right on the vehicle selection screen.

EL CAJON TRACK

To play the El Cajon stage, go to the level select menu, then press both the L + R buttons

together and hold Up on the control pad.

You should hear a drill sound to confirm the cheat has worked. Then highlight the El Paso stage and hold down the Z button and press A.

FLAGSTAFF TRACK

To get the secret level FLAGSTAFF, go to the level selection screen, hold L, then press Right on the d-pad. You should hear a drill sound. Now highlight MOJAVE and hold down the Z button and press A.

GUADALUPE TRACK

To play the Guadalupe stage, go to the level selection screen, press the R button and hold Down on the control pad. You should hear a drill sound. Then highlight the VEGAS stage hold down the Z button and press A

QUICK START

To get a boost of speed at the start of the race, hit the gas when the announcer says "Go!"

PUYO PUYO SUN 64

ELEPHANT MODE

On the character select screen, highlight Elephant and hold Start for three seconds.

PLAY AS SATAN

On the character select screen, highlight Shezo and hold Start for three seconds.

RANDOM CHARACTER SELECT

On the character select screen, highlight Rulue and hold Start for three seconds.

PLAY AS CARBUNCLE

On the character select screen, highlight Arle and hold Start for three seconds.

SELECT OPPONENT'S CHARACTER (TWO-PLAYER MODE)

On the character select screen, highlight Doraco and hold Start for three seconds. The one- and two-player selectors will now switch, so you can make your opponent play as someone they really hate.



RAKUGA KIDS

IMPORT

ALTERNATE COSTUME COLOURS

Press a different Punch or Kick buttons to choose your fighter on the character selection screen. Each button gives you a different costume.

FIGHT AS INOZ

Hold L when selecting Mamezo on the character selection screen after first accumulating a total of more than two hours of gameplay.

FIGHT AS DARKNESS

Accumulate a total of more than five hours of gameplay.

EXTRA OPTIONS

Accumulate a total of more than ten hours of gameplay.



QUAKE

DEBUG MODE

This cheat gives you access to Level Warp, Weapons and God mode. On the password screen, type QQQQ QQQQ QQQQ QQQQ. You will receive a message saying 'Invalid Password'. Now return to

the menu and you will have special access to the Debug menu at the top of the screen.



PASSWORD:

Q Q Q Q Q Q Q Q Q Q
Q Q Q Q Q Q Q Q Q Q
Q Q Q Q Q Q Q Q Q Q
Q Q Q Q Q Q Q Q Q Q

Q Q Q Q Q Q Q Q Q Q



PRESS A TO ACCEPT
PRESS Z TO REJECT
PRESS B TO EXIT



ROBOTRON 64

The following codes should all be entered whilst on the Robotron game setup menu screen.

EXTRA LIVES

Enter the following passwords to start the game with 110 lives.

EASY DIFFICULTY

LEVEL: BSBBBBTJBB

NORMAL DIFFICULTY

LEVEL: BCBBLBTJBB

INSANE DIFFICULTY

LEVEL: BFBBBCTJBB

LEVEL SELECT

Down, Up, C Left, Down, C Left, C Right, Down, C Right.

SPEED UP

During the game, Left, Left, Right, Right, C Up.

SHIELD

During the game, Down, Left, C Left, C Right.

FLAME THROWER

During the game, Down, Right, Down, Right, C Right.

GAS GUN

During the game, Up, Down, C Right, C Left.

FOUR-WAY FIRE

During the game Down, Down, Up, C Right.

THREE-WAY FIRE

During the game, Right, Right, C Left, C Down.

50 LIVES

Up, Up, Down, Down, Left, Right, Left, Right, C Left, C Right, C Left, C Right.

GAME BOY MODE

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down. The following codes need to be entered while playing the game.

TWO-WAY FIRE

During the game, Up, C Up, Up, C Up.

ACCESS FINAL LEVEL

Enter BJTCNGLFCR as a password.

PASSWORDS

Level 90: CSSRQQLRH

Level 98: DGQDQQLLHJ

Level 99: DNKFQGLLJJ

Level 100: DDJGQGLLJJ

Level 101: DLRHQQLLMJ

Level 102: DBBJQLDLNS

Level 103: DNMJQGLFLPS

Level 104: DNTJQLCLQJ

Level 105: DGBKQLCLRJ

RUSH 2: EXTREME RACING USA

IMPORT

CHEAT MENU

Hold down C Up, C Down, C Left, C Right, L, R and Z buttons at the same time while on the setup screen to access the cheat menu.

TAXI

Simply collect three of the hidden keys on any track to access this bonus car from the first game.

HOT ROD

Pick up six of the golden keys on any track and the second bonus car from the first game is yours to drive.

FORMULA 1 CAR

Collecting nine keys on any of the tracks gets you a brand new, never before seen bonus car – and it's fast!

PROTOTYPE CAR

Collect all 12 keys from any track and the ultra-secret prototype car is yours to drive.

ROCKET CAR AND MIDWAY TRACK

Complete the entire circuit mode and get a final position of first place overall to unlock the rocket car and a hidden track based on the inside of Midway's own development studio.

MOUNTAIN DEW DRAGSTER

Find and pick up all four of the Mountain Dew cans on any level to get this exclusive car.

SWITCH CONTROL DIRECTIONS

Move the cursor to the 'Mirror' selection while on the track select screen, hold down C Left, C Right, C Up and C Down, then push Left or Right while still holding the C buttons to access the 'Extreme' option.

NEW YORK CABS

Press R, L, Z, C Up, C Down, C Up.

RESURRECT IN PLACE

Hold down Z & C Left and press C Right. Release them and hold down Z & C Right and press C Left.

FRAME SCALE

Hold down Z & C Down and press C Up. Release them and hold down Z & C Up and press C Down.

TIRE SCALING

Hold down Z & C Left and press C Right. Release them and hold down Z & C Right and press C Left.

AUTO-ABORT

Press C Up, C Up, C Up, C Up.

GAME TIMER

Hold down Z & C Down and press C Up. Release them and hold down Z & C Up and press C Down.

INVISIBLE TRACKS

Hold down L, R & Z and tap all the C Buttons seven times.

INVISIBLE CAR

Hold down L, R & Z and tap all the C Buttons eight times.

FOG COLOUR

Hold down L, R & Z and tap all the C Buttons three times.

LEVITATION

Hold down L, R & Z and tap all the C Buttons four times.

MASSIVE MASS

Hold down L & R and press C Up, C Down, C Left, C Right.

KILLER RATS

Hold down L & R and press Z, Z, Z, Z.

SUICIDE MODE

Hold down L, R & Z and tap all the C Buttons four times.

SUPER TIRES

Hold down L, R & Z and tap all the C Buttons six times.

SUPER SPEED

Hold down L, R & Z and tap all the C Buttons three times.

TRACK ORIENTATION

Hold down L, R & Z and tap all the C Buttons seven times.

GRAVITY

Hold down L, R & Z and tap all the C Buttons five times.

LIMOUSINE

Press Up, Down, Left, Right, Z, Z, C Up & C Down on the car selection screen.

RAMPAGE

CHANGE CHARACTER COLOURS

On the character select screen press up and down on the analogue stick to change colours of George, Lizzie and Ralph.

HIDDEN CHARACTER

In the Scum Lab Facility eat the toxic waste barrels. Your character will now be transformed into VERN for the remainder of the level. He can fly and is able to shoot a fireball by pressing C Down.

TANK/UFO RIDES

Hitch a ride on tanks or UFOs by jumping onto them. They will stop shooting at you and you are able to control the direction you will move. This ride will not last for long so be ready to jump clear.

ALLERGIES

Each character has an allergy. When you eat the item that your character is allergic to they will sneeze and blow down the building which you are climbing.

Ralph	Cats.
Lizzie	Birds.
George	Dogs.

HIDDEN CITIES

On the next city screen tap the following buttons.

Ralph	Kick
Lizzie	Punch
George	Jump

SCARS

Enter the following codes in the Options menu.

LGSSSX Crystal cup
CRKKYY Diamond cup
DZPKKK Zenith cup
PXPRTS Master mode, compete with all hidden cars
SDSSRT Scorpion car
TRTTLL Cobra car
NRNNRR Cheetah car
YMSTTR Panther car
WLLVDD All codes!

Alternatively, enter the following code on the player select screen to open up everything; Left, Up, Right, Down, Z, R, Down, Left, Up, Right.

SAN FRANCISCO RUSH

ALCATRAZ - TRACK 7

1. Enter this Track Winning Code 8DP5KG5L4G59P G92WVCQY0DRDQ
2. Choose 'continue circuit' and then let the timer run out. You'll now receive a Formula 1 car.
3. On car select screen, Hold C Left, press Z, release both buttons and press Left.
4. On setup screen, Hold C Up, press Z, release both buttons and press Up.



5. On track select screen, Hold C Right, press Z, release both buttons and press Right.
6. On car select screen, Hold

C Down, press Z, release buttons and press Down, L, R.

CHANGE TRACK TEXTURES

On the setup screen, Hold C Right, press L, release both buttons and press Z. Keep repeating to switch between the available textures.

CHANGE TYRE SIZE

For rear Tyres on the car select screen, Hold C Right and press C Left. Now Hold C Left and press C Right. Repeat this code until the tyres are the required size. For front Tyres on the car select screen, Hold C Left and press C Right. Now Hold C Right and press C Left. Repeat until the tyres are the required size

RACE UPSIDEDOWN

On the setup screen, press Up, Right, Down, Left, Down, Right, Up, Left.



DRIVE BURNING CAR

On the car select screen, Hold C Up and press Z, Z, Z, Z.

NO TIMER

On the setup screen, Hold Z, then perform this code. Hold C Down and press C Up, keep holding Z, Hold C Up and press C Down.

Once you've played all the tracks and cars, get your money's worth and use these great codes.



1080° SNOWBOARDING

DRAGON CAVE

Select Match Race and finish all courses in hard mode.

PENGUIN SNOWBOARD

Perform all 24 tricks in training mode, then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down, and press A.

GOLD BOARDER

Enable the 'Transparent Boarder' and finish expert mode, then select Kensuke Kimachi, hold C Up, and press A on his statistics screen.



PANDA

Come first in all time attack and trick attack modes. Select Rob, hold C Right, and press A on his statistics screen.

DEADLY FALL

Select Match Race and finish all courses in expert mode.

TRANSPARENT BOARDER

Firstly you must complete expert mode, then select Akari Hayami, hold C Left, and press A on her statistics screen.



SUPER ROBOT SPIRITS

These cheats have not yet been tested and we do not advise you to try them all!

PLAY AS MASTER GUNDAM

Select Story mode and defeat Master Gundam three times, and he will become accessible.

PLAY AS DEVIL GUNDAM

Complete Story mode with all the

characters, and then use Master Gundam to beat Devil Gundam in 64 mode.

PLAY AS JUDECCA

If you play the game for over 300 hours, Judecca will appear as a playable character.

SHINING GUNDAM

In Vs mode use Shining Gundam, and defeat 21 opponents. On the select screen, you will now be

able to access Shining Gundam, to use on all game modes.

NEW COLOURS - DUNBINE AND WALKER GALLIAM

If you play the game for 50 hours you can select different coloured renders of Dunbine and Walker Galliam.

IMPORT



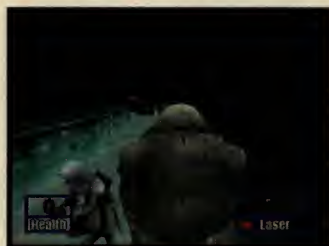


SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on Medium level. Start a new save slot on your Controller Pak and call it '_Wampa_Stompa' (each '_' represents a space). The name must be written correctly, including case, with ONE space before Wampa and TWO spaces between Wampa and Stompa. When you start the game, pause it, go to the options menu and set the controller type to 'traditional'.

PLAY AS AT-AT

In the second round of the Hoth battle, when the Scout Walkers appear press Left on the D-pad and C Right simultaneously, then push



Up. The C Right button will then let you change camera views until you see the AT-ST. Use the D-pad to attack.

VIEW END SEQUENCE

End your name as '_Credits'.

PLAY AS WAMPA

On the 'Escape From Echo Base' level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character - push Down to give people Hamill-style scars.

PLAY AS STORMTROOPER

Repeat the code to access the Wampa, but keep pushing C Right until the stormtrooper appears.

PLAY AS TIE FIGHTER

This requires you to collect all the Challenge Points on the Medium skill level. Once you reach the Skyhook battle, hold C Right

for five seconds to turn the Outrider into an X-Wing. If you hold C Right for another five seconds, you will now be flying a TIE Fighter!

CHEATS MENU

This code grants you access to a multitude of menu options, namely all weapons and items, invincibility, 50 lives, sleeping villains, kill Dash, teleport, level select, walk through walls and unlock all levels. Here's how it works.

1. As usual use a game with the player's name as '_Wampa_Stompa'. (As before.)
2. Begin playing on any level and pause the game.
3. Hold down all of the following buttons: All the C buttons, Z, L, R and D-pad Left.
4. While holding all the above buttons down, move the analogue stick halfway to the left (using your chin or someone else's help), and hold it until you hear a sound.
5. Release all the buttons, press them again, and this time hold the analogue stick halfway to the right, waiting until you hear the sound.
6. Repeat this process with the analogue stick to the left, then

again to the right, and then again to the left.

7. Pink text should appear at the top of the screen. Use L and R to change the options - some of them can be changed by pushing the control stick up and down. Press A to activate them.

8. To get the cheat menu back, pause the game, then hold down all the buttons used in Step 3 above and move the analogue stick left or right.

This also enables an option marker in yellow on the pause menu which gives you access to game secrets for each level.



You can be the AT-AT in Shadows with this cheat!

STAR WARS: ROGUE SQUADRON

FLY THE TIE INTERCEPTOR

Enter the password which allows you to pilot the Millennium Falcon then put in TIEDUP as another password. Next go to the ship selection screen, highlight the Millennium Falcon and press Up on the Analogue Stick. You should now be able to select the TIE Interceptor

BEGGAR'S CANYON LEVEL

Get a Bronze medal or higher on all sixteen missions for the

CHEAT

Infinite Lives
View Credits
Alternate Radar
Control AT-ST
More A-Wings
View Movies
Millennium Falcon
Music Test
All Power-Ups

opportunity to pilot a T-16 Skyhopper through Beggar's Canyon on Tatooine.

DEATH STAR TRENCH LEVEL

Get a Silver medal or higher on all sixteen missions for the opportunity to fly down the Death Star trench.

BATTLE OF HOTH LEVEL

Earn a Gold medal on all sixteen missions for the opportunity to pilot a Snowspeeder in the Battle Of Hoth.

PASSWORD

IGIVEUP
CREDITS
RADAR
CHICKEN
ACE
DIRECTOR
FARMBOY
MAESTRO
TOUGHGUY



The game has only just reached the shops and already we've cracked the game and provided our readers with all the available cheats. Get to the shops and get a copy of this fantastic Star Wars Game.



SOUTH PARK



FUNCTION

All Cheats
Level Select
Invincibility
All Weapons
Unlimited Ammo
Skinny Mode
Big Head Mode
Pen And Ink Mode
View Credits
All Characters
Officer Barbrady
Mr Mackey
Phillip
Terrance
Mr Garrison
Chef
Wendy
Pip
Ike
Mrs Cartman
Mephisto
Jimbo
Ned
Big Gay Al
Alien
Starvin Marvin

CODE

BOBBYBIRD
THEEARTHMOVED
ASSMAN
FATKNACKER
FATTERKNACKER
VEGGIEHEAVEN
MEGANOOGGIN
PLANEARIUM
SCREWYOUUGUYS
OMGTKKYB
ELVISLIVES
CHEATINGISBAD
PHAERT
RAFT
DOROTHYSFRIEND
LOVEMACHINE
CHECKATACO
FISHNCHIPS
KICKME
ALLWOMAN
GOODSCIENCE
STARINGFROG
HAWKING
OUTRAGE
MAJESTIC
SLAPUPMEAL



SNOWBOARD KIDS

ALL CHARACTERS BOARDS AND COURSES

From the start screen, enter Analogue stick Down, Analogue stick Up, D-pad Down, D-pad Up, C Down, C Up, L, R, Z, D-pad Left, C Right, Analogue stick Up, B, D-pad Right, C Left

TURBO START

Tap A repeatedly when the 'Ready' message appears at the start and your kid then will jump out into an early lead without needing to build up speed.

QUICKSAND VALLEY

First you must get gold on courses one to six. A new snowboard and the Quicksand Valley desert track will now be available to you.



Fast moving snowboard action with a hint of target practice. This cheat will help you to get to the front of the pack.



NINJA LAND

Get gold on Silver Mountain.

PLAY AS NINJA

Get gold on Ninja Land.

SILVER MOUNTAIN

Get gold on Quicksand Valley.



When you see the 'READY' sign press A repeatedly. You will jump forward and accelerate immediately if you have performed this manoeuvre correctly.

STAR SOLDIER: VANISHING EARTH

EXTRA OPTIONS

Complete the game on the 'Regular' difficulty setting, and you will access a level select and an option to preview enemy ships.

IMPORT

SPACE STATION: SILICON VALLEY

ALTERNATE INTRODUCTION SEQUENCE:

Hold A or B and power on the Nintendo 64 to view two different introduction sequences after the DMV man appears.

ASTEROID BONUS LEVEL:

Press Down, Up, Z, L, Down, Left, Z, Down at the level selection screen.

GOLD EVO:

Collect all 390 metal orbs to turn Evo gold on the last level.



NEW CHEATS!

SPACE DYNAMITES

FIGHT AS FINAL BOSS:

Press A, B, R, L, C Down, C Up on the title screen.

SECRET COMBO:

Allow the super combo meter to completely fill, then press C Up, C Left and C Down at the same time

IMPORT

TOP GEAR RALLY

The best way to enter these cheats is to start pushing the right buttons quickly when the Kemco screen appears after switching on or when resetting the machine.

PLAYSTATION MODE

This cheat takes off the blurring and makes everything look blocky! During a game, press B, Left, Right, Up, Left, Z, Right.

ACID MODE

During play, push C Down, Z, B, Up, Up, Right for that full-on hippy vibe.

ALL TRACKS

When the Kemco logo appears, quickly press A, Left, Left, Right, Down, Z - you'll then be able to

play the Strip Mine track (and others that you've not opened) in Arcade and Time Attack modes.

ACCESS ALL CARS

Enter the code, then go to Arcade Mode to see the normal cars. A, Left, Left, C Down, A, Right, Z

BEACHBALL CAR

Enter B, B, A, Left, Left, C Down, A, Right on the Arcade mode-selection screen for a bouncy time

CUPRA (ICE CUBE) CAR

Enter C Down, Up, B, Right, A, C Down, A, Right on the Arcade mode-selection screen.

ALTERNATE CREDITS

On the options screen, select the

credits icon and press Left, C Down, Right, Down, Z.

HELMET CAR (OR MINI)

Enter Up, Up, Z, B, A, Left, Left on the Arcade mode-selection screen.

MIRROR COURSES

Mirror courses are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

MIRROR CARS

Complete all six seasons of the fifth year, and press C Down on the car select screen to give your car a flashy chrome paint job!

VIEW STRIP MINE

Have a tour of the Strip Mine track during the credits by going to the credits icon in the options menu and pressing Left, C Down, Right, Down and Z.

CHANGE CAR COLOURS

Hold down L, R and all four C buttons on the car select screen, then move the D-pad up or down. Once you've done that, you

can change the car's colours by holding the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

PLAY AS THE MILK TRUCK

To drive the milk truck press DOWN, A, RIGHT, Z, RIGHT, UP, DOWN C at the menu screens before the race.

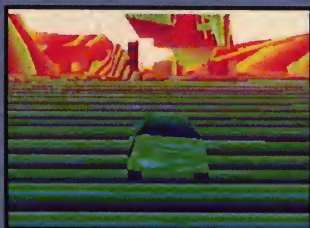
STRIP MINE COURSE

Finish season six in first place in all races.

BONUS CARS

Complete the following seasons to access displayed cars:

SEASON	CAR
2	Type CE (Toyota Celica) and Type IP (Isuzu P)
3	Type M3 (BMW M3) and Type SP (Toyota Supra)
4	Type NS (Nissan Skyline) and Type RS (Ford RS 200)
5	Type PS (Porsche 959)
Mirror	Milk Truck and Helmet Car



Freaky fractals and some strange new cars are available when you enter these magic codes.



With these codes you can access all tracks and change your car's appearance quite radically.



TUROK

FULL CHEATS LIST!

Enter the following in the cheat menu provided in the game

GIVES EVERYTHING!

NTHGTHDGD CRTDTRK
Weapons, invincibility, infinite ammo, level warps, big heads.

SHOW ENEMIES

NSTHMNDNT
On the map the enemies are shown by red arrows.

ZDNCHN DLKTDR

Dana mode, gives you tiny enemies
Pen and Ink mode, turns everything into sketches
Disco mode
Gallery mode - view all the characters
All weapons
Infinite ammo
Unlimited lives
Spirit mode all the time
Greg mode - loads of weird stuff!
Credits
Robin mode, infinite everything, invincibility

SNFFRR THBST

CMGTSMGGTS
BLTSTRFRND
FRTHSTHTRLSCK
THSSLKSL
GRGCHN
FDTHMGS
RBNMTH

QUACK MODE

CLLTHNTMTN
Quake with bad animation.

VIEW ENDING

Enter the above code, turn on the invincibility option and warp to the Campaigner. Sort him out and the ending is yours for the watching, for as long as it lasts.

VIVID COLOURS

LLTHCLRSFTHRNB
Changes the colour palette and makes it far more outta-sight!

TUROK 2: SEEDS OF EVIL

BIG HEAD MODE

Enter UBERNOODLE on the Cheat Entry screen.

STICK MODE

Enter HOLASTICKBOY on the Cheat Entry screen.

BIG HANDS AND FEET MODE

Enter STOMPEN on the Cheat Entry screen.

TINY MODE

Enter PIPSQUEAK on the Cheat Entry screen.

PEN AND INK MODE

Enter IGOTABFA on the Cheat Entry screen.

GOURAUD MODE

Enter WHATSATEXTUREMAP on the Cheat Entry screen.

BLACKOUT MODE

Enter LIGHTSOUT on the Cheat Entry screen.

JUAN'S CHEAT

Put in the code HEEERESJUAN to put the image of a face onto the gold diamonds.

ZACH'S CHEAT

Put in the code AAHG00 to turn the gold diamonds blue and put an image of a baby's face on them.

ULTIMATE CODE

On the cheat entry screen enter BEWAREOBLIVIONISATHAND



TOP GEAR OVERDRIVE



BONUS CARS

Complete all six of the racing seasons to unlock three hidden cars. You should discover the Weenie With Pickle, a special Nintendo car and a moving Nintendo logo on wheels.



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TETRISPHERE

Go to the 'new name' option, and press L, C Right and C Down to bring up some weird characters. Then enter the following names for extra spherical action!

<Saturn> <Spaceship>
<Rocket> <Heart> <Skull>
characters.

You'll find a level select when you open a previously saved game.

LINES GAME

Enter the name LINES. Drag the blocks into rows and columns, rather than stacking them.

NEW MUSIC

Enter G<Alien Head>MEBOY to get some Game Boy-style new tunes to play along to.

ACCESS ALL LEVELS

To play the level of your choosing without having to spin through the whole game, enter the

VIEW CREDITS

Work yourself into a fever pitch of excitement entering the name CREDITS to view the credits!

TWISTED EDGE EXTREME SNOWBOARDING



HIDDEN BOARDERS:

Finish competition mode in first place, on all the difficulty stings to access Ben, Nieno, Tok, and Boreth.

QUICK START:

At the beginning of a race, press Up twice after the word 'Go' disappears.

WIPEOUT 64

VELOCITAR TRACK:

Successfully complete race mode with either a Bronze or better finish.

PIRANHA II SHIP:

Successfully complete time challenge mode with a Bronze or better finish.

CYCLONE WEAPONS POWER-UP:

Successfully complete the weapons challenge mode with a Bronze or better finish. This power-up doubles the damage caused by your weapons.

SUPER-COMBO CHALLENGE MODE:

Successfully complete all three challenge modes to open the Super-Combo challenge.



WWF WARZONE

PLAY AS TRAINER

Enter the training room and select any move. A message informs you that the trainer is now accessible as a playable character.

ALTERNATE OUTFITS

Hold down all four buttons on the C pad and press A whilst on the character select screen to change any wrestler's colour.

BURP AND FART MODE

Use Mosh or Thrasher to beat WWF Challenge on any difficulty to get Burp and Fart Mode. Each time you're hit you'll break wind!

EGO MODE

Use Ahmed Johnson to beat WWF Challenge on Medium or Hard difficulty and you'll be able to access Ego Mode.

EXTRA GOLDUST COSTUMES

Use Goldust to beat WWF Challenge on Medium or Hard difficulty and he'll get a new wardrobe.

EXTRA STONE COLD COSTUMES

Use Stone Cold Steve Austin to beat WWF Challenge on Medium or Hard difficulty.

LADIES' NIGHT MODE

Use Triple H or Shawn Michaels to beat WWF Challenge on Medium or Hard difficulty to access women with the wrestler creation facility.

NO WIMPS MODE

Use Faarooq or Ken Shamrock to beat WWF Challenge on Medium or Hard difficulty to disable blocking.

RATTLESNAKE

Use a created wrestler that has 40 of the possible 50 points to beat WWF Challenge on Medium or Hard difficulty to access to a secret Stone Cold.

ACCESS DUDE LOVE AND CACTUS JACK

Use Mankind to beat WWF Challenge on Medium or Hard difficulty and find hidden characters Cactus Jack and Dude Love.

REFLECTIONS

Use any wrestler on any mode to beat WWF Challenge on Medium or Hard difficulty and turn the wrestlers' shadows into colour reflections.

BIG HEAD MODE

Use British Bulldog or The Rock to beat WWF Challenge on any difficulty to give your wrestlers bigger heads.

ALL METERS OFF

Use Undertaker to beat the WWF Challenge on Medium or Hard to access All Meters Off mode.

PLAY AS PAMELA FEATURE:

Use Sue to beat the WWF Challenge on Medium or Hard difficulty and Pamela will become available as a custom wrestler.

PLAY AS SUE

Use Owen or Bret Hart to beat the WWF Challenge on Medium or Hard to access Sue.

FIGHT IN WRESTLEMANIA RING

Complete the game in Season mode to access a Wrestlemania-style ring.

EXTRA CLOTHES

Use Kane to beat the WWF Challenge on Medium or Hard difficulty for more clothes to choose in the wrestler creation mode.

CALL FOR HELP

For each move hold Z, R, and L plus the following buttons for each wrestler.

Undertaker	Right & Block
Thrasher	Down & Tie Up
Hunter	Right & Tie Up
Mosh	Down & Kick
Ahmed	Up & Block
Owen Hart	Left & Block
Austin	Up & Kick
Farooq	Up & Punch
Bret Hart	Left & Tie Up
Kane	Down & Punch
Shamrock	Down & Kick
British Bulldog	Left & Kick
Shawn Michaels	Left & Block
Rocky	Right & Kick
Mankind	Up & Tie Up
Goldust	Right & Punch

WAVE RACE 64

DIFFERENT COLOURED JETSKIS

On the jetski selection screen, press Up on the analogue stick to change the colour and A to select it.

RIDE THE DOLPHIN

In the Stunt Mode, choose to visit Dolphin Park and ride the rings using the following moves: Handstand, Ride Backwards, Ride Standing, Somersault, Sideways Roll (in both directions), Single Flip, Dive. If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and press A to get the dolphin.

WCW VS NWO REVENGE



WRESTLE AS CURT HENNING:

Win the U.S. Heavyweight competition.

WRESTLE AS KIDMAN:

Win the Cruiserweight Belt.

WRESTLE AS ROWDY RODDY PIPER:

Win the World Heavyweight Belt.

WRESTLE AS KANYON AND MORTIS:

Win the TV title to select Canyon in the WCW. To play as Mortis, highlight Canyon and press C Down.

WRESTLE AS MENG AND BARBARIAN:

Win the Tag Team Belts.

WRESTLE AS MANAGERS:

Select one-on-one exhibition mode and choose wrestlers that have managers. Begin the match, then press Z on controllers three and four.

WRESTLE AS THQ MAN:

Highlight AKI man on the character selection screen and press C Down.



TV TITLE MODE:

Win the Cruiserweight Belt.

WORLD HEAVYWEIGHT MODE:

Win the U.S. Heavyweight belt.



NWO BELT:

Use any NWO White member to win the World Heavyweight belt.

OBTAIN A WEAPON:

Leave the ring during a match, enter the crowd and press C-Up to grab a weapon. When playing as Duke Ken, a sledgehammer may be found.

ALTERNATE COSTUMES:

Press C-Left, C-Right, C-Up, or C-Down at the character selection screen.

SILVER BELTS:

Press A during the opening sequence to have silver belts instead of gold.

WCW VS NWO

PLAY AS RANDY SAVAGE

If the Macho Man is more your cup of tea, beat NWO and you'll be able to play as Randy Savage himself!

PLAY AS GLACIER

Also in League Challenge mode, if you beat IU you'll then be able to access Glacier.

PLAY AS WRATH

The character of Wrath can be gained by playing as DOA and beating him in single-player mode. A new game mode entitled 'Whole

World Wrestling' will be available once you've successfully completed the other modes. Within this mode, you'll meet two bosses, one for Heavyweight and one for Cruiserweight. Once you've beaten them, they'll be available as the selectable characters:

WWW Super Cruiser Black Widow
WWW Super Heavy Joe Bruiser

PLAY AS DALLAS PAGE

Choose WCW in the League Challenge and play through till you reach Dallas Page. Once you've successfully defeated him he will be available on the select screen.

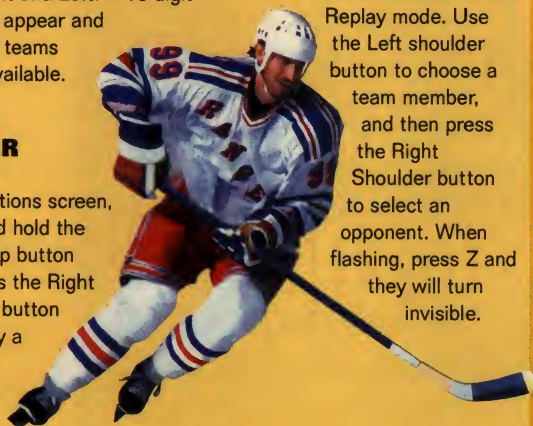
WAYNE GRETZKY'S 3D HOCKEY

HOT NEW TEAMS

Select Set-up from the main menu and on the options screen, hold down the Left shoulder button and press the following Yellow buttons: Right, Left, Left, Right, Left, Left, Right, Left and Left. A 16 digit code will appear and four new teams will be available.

ALTER PLAYER SIZES

In the options screen, press and hold the Yellow top button and press the Right shoulder button to display a 16 digit code.



Change the digits using the Yellow buttons and you'll alter the legs, bodies and heads of all subsequent players.

INVISIBLE PLAYERS

Pause the game during the face off and select the Replay mode. Use the Left shoulder button to choose a team member, and then press the Right Shoulder button to select an opponent. When flashing, press Z and they will turn invisible.

WAYNE GRETZKY'S 3D HOCKEY '98

OLD TEAMS

To play with some older teams, hold down L on the Options screen and (without releasing L) enter the following code: C Right, C Left, C Left, C Right, C Left, C Left, C Right, C Left, C Left.

DEBUG MODE

You can play with the

appearance of the hockey players using a 16-bit register. Modify the first six bits of the register by using the following button combinations:
C Down + R – alters bits 1 and 2
C Left + R – alters bits 3 and 4
C Up + R – alters bits 5 and 6

REGISTER	EFFECT
100000	Gives you wide players.
010000	Gives you wide players with big heads.
110000	Gives you wide players with small heads.
001000	Gives you small players.
000100	Gives you tall players.
000010	Gives you small players.
000001	Gives you thin players.
110110	Gives you tall players with small heads.
010010	Gives you small players with large heads.
010101	Gives you tall players with large heads.
010001	Gives you thin players with large heads.



These codes allow you to change the players' attributes giving you some very unusual looking skaters.

WETRIX

ALTERNATE FLOORS

Complete the eight single-player practice rounds, then go to the options screen and select the 'Floor' option to toggle a new background colour and floor pattern.

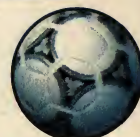


Change the floors on the game that uses Archimedes' water displacement theory.

WORLD CUP '98

CHANGE SCORING SOUNDS

Use this cheat for some amusing noises: tap A, B, C Left, or C Down after scoring for different game sounds.



ZELDA: OCARINA OF TIME



HIDDEN PICTURES

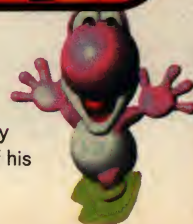
If you go into Hyrule Castle and make your way to where Zelda is found the first time around, look into the windows around the courtyard. You'll find pictures of other Nintendo favourites like Mario, Yoshi, Princess Peach, Bowser and Luigi!



YOSHI'S STORY

INSTANT DEATH

Press and hold the Z, A, B and L buttons together at any time and your Yoshi will retire regardless of the state of his health at that time.



NEXT ISSUE

CASTLEVANIA

"I want to bite your console!" Full solution to Konami's blood sucking adventure game!

PLUS: Space Station Silicon Valley, Duke Nukem Zero Hour, Mario Party, Smash Brothers and much more!

WIPEOUT 64

Complete racing guide and as many cheats as we can lay our hands on!

GLOVER

In-depth solution and secrets!



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